

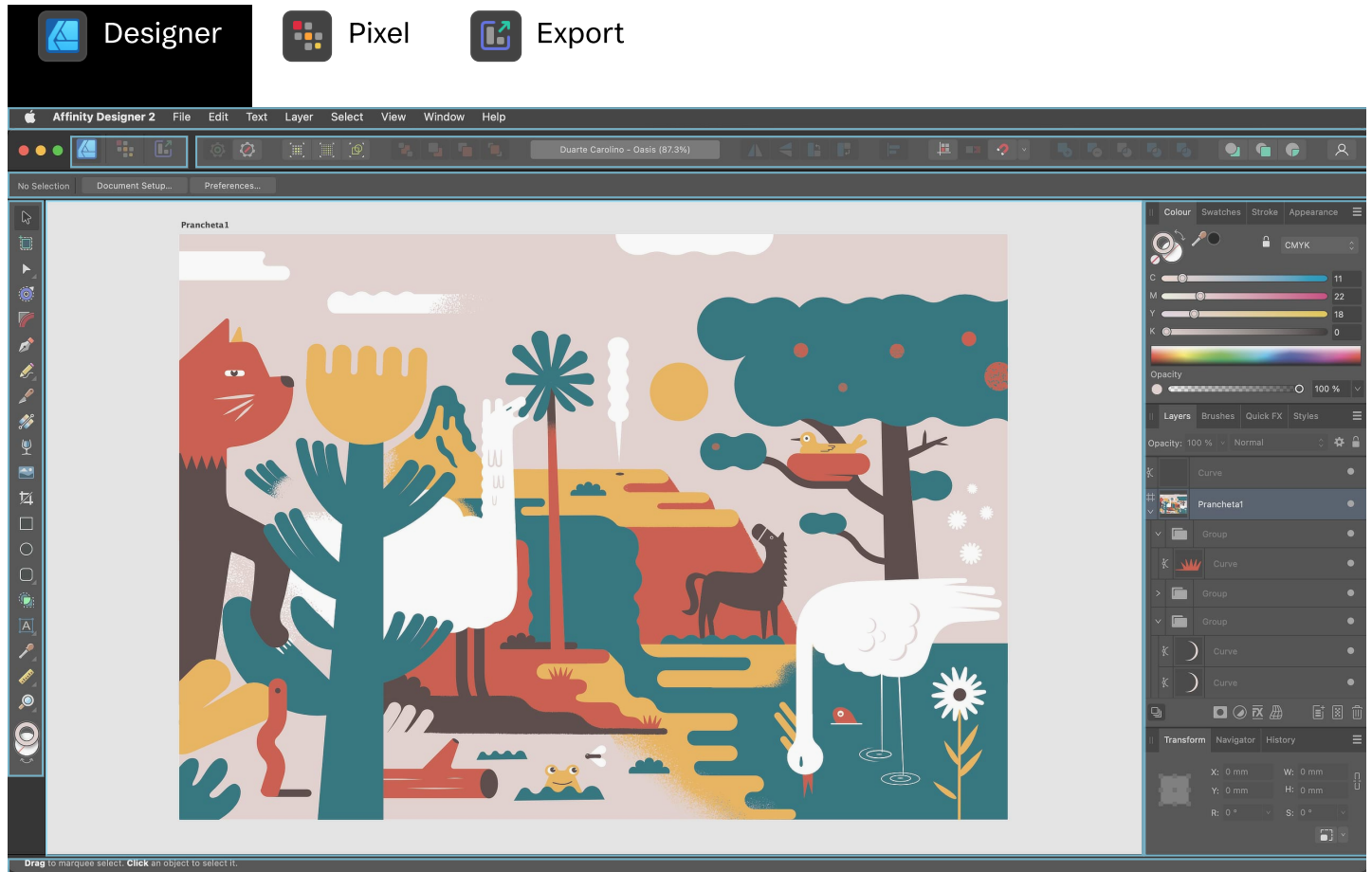
User Interface, Panel, And Customize

1. Interface Visual Reference	3
2. Toolbar	4
3. Persona Toolbar	7
4. Context Toolbar	8
5. App And Document Windows	9
6. Changing The UI Appearance	12
7. 32-Bit Preview Panel	14
8. Appearance Panel	16
9. Assets Panel	18
10.Brushes Panel	21
11.Character Panel	24
12.Color Panel	28
13.Constraints Panel	33
14.Export Options Panel	35
15.Glyph Browser Panel	37
16.History Panel	39
17.Isometric Panel	41
18.Layers Panel	43
19.Layers Panel Export Persona	47
20.Navigator Panel	49

21. Paragraph Panel	51
22. Quick FX Panel	55
23. Slices Panel	57
24. Using Snapshots	61
25. States Panel	63
26. Stock Panel	67
27. Stroke Panel	69
28. Styles Panel	72
29. Swatches Panel	74
30. Symbols Panel	78
31. Text Styles Panel	79
32. Tools Panel	82
33. Transform Panel	83
34. Typography Panel	85
35. Accessibilty	88
36. Customizing Keyboard Shortcuts	90
37. Customizing The Workspace	92
38. Customizing The Tools Panel	95
39. Customizing The Toolbar	97

Interface Visual Reference

Hover over any highlighted area to display a tooltip and identify it.



On Windows and earlier versions of macOS, Affinity Designer's toolbar and title bar are presented as separate elements but otherwise function the same.

SEE ALSO:

[Toolbar](#)

[Persona toolbar](#)

[Context toolbar](#)

Toolbar

The Toolbar hosts commonly used tools and functions to keep them at your fingertips. Options are placed in logical groups to improve ease of use.

Settings

The following options are available from the Toolbar.

Defaults:

-  **Synchronize defaults from selection**—the default settings are updated to those of the currently selected object.
-  **Revert defaults**—synchronized defaults are reverted to saved defaults. If an object is currently selected, its attributes revert to the default settings.

Viewing mode:

-  **Pixel view mode**—activates Pixel mode to display vector designs as individual pixels.
-  **Retina pixel view mode**—activates Pixel (Retina) mode to display vector designs as individual pixels, representing viewing on retina and high DPI displays.
-  **Wireframe view mode**—activates Wireframe mode to display just outlines and semi-transparent fills. Use **View>View Mode>Outline** to choose an alternative 'Unfilled' wireframe option that displays only outlines.

Order:

-  **Move to Back**—repositions the selected object(s) at the bottom of the layer. Alternatively, repositions the selected layer(s) at the bottom of the Layers panel.
-  **Back One**—moves the selected object(s) down one position in the layer. Alternatively, moves the selected layer(s) down one position in the Layers panel.
-  **Forward One**—moves the selected object(s) up one position in the layer. Alternatively, moves the selected layer(s) up one position in the Layers panel.
-  **Move to Front**—repositions the selected object(s) at the top of the layer. Alternatively, repositions the selected layer(s) at the top of the Layers panel.

 The above options are also available from the **Layer** menu's **Arrange** submenu.

Transforms:

-  **Flip Horizontal**—flips the selected object(s) left to right.
-  **Flip Vertical**—flips the selected object(s) top to bottom.
-  **Rotate Anti-clockwise**—rotates the selected object(s) to the left by one 90° increment.
-  **Rotate Clockwise**—rotates the selected object(s) to the right by one 90° increment.

 The above options are also available from the **Layer** menu's **Transform** submenu.

Align:

-  **Alignment**—displays a pop-up dialog allowing you to align and distribute selected object(s). The **Align to** pop-up menu sets the alignment criteria for the operation. For example, you can align in relation to Selection Bounds, page Spread, page Margin or the first (or last) object selected during a multi-object selection (by marquee drag over or selection with **Shift** key). If margins are not set, alignment is to the page edge instead.

Snapping:

-  **Force Pixel Alignment**—when selected (default), vector content will snap to full pixels when created, moved or modified. If this option is off, vector content can occupy partial pixels.
-  **Move by whole pixels**—allows you to constrain the movement of vector objects, nodes and handles to whole pixels.
-  **Snapping**—when selected, selected objects will obey the snapping rules defined by the current snapping options. If this option is off (default), snapping is disabled.
- Snapping options—customize settings from the pop-up menu.

Operations:

-  **Add**—creates a new object from the sum of the selected objects.
-  **Subtract**—removes sections from the lowest object based on the overlap with objects higher up in the selection. All other selected objects are discarded.
-  **Intersect**—creates a new object from the overlapping sections of selected objects.

-  **Xor**—merges selected objects into a composite object with transparent area where filled regions overlap.
-  **Divide**—splits object areas into separate objects; the object from the intersecting area retains the color of the upper object.

 New objects adopt the properties of the lowest object in the selection.

 The above options are also available from the **Layer** menu's **Geometry** submenu.

Insert Target:

-  **Insert behind the selection**—when selected, new objects are added below the currently selected object(s).
-  **Insert at the top of the layer**—when selected, new objects are added at the top of the layer.
-  **Insert inside the selection**—when selected, new objects are added inside the current selection.

Account:

-  **Account**—registers your app, accesses your Affinity account and synchronizes with purchased content. The icon will show green when signed into your account.

 If all target options are off (default), new objects are added above the currently selected object(s).

SEE ALSO:

[Customizing the Toolbar](#)

[Object defaults](#)

[Viewing](#)

[Ordering objects](#)

[Transforming objects](#)

[Snapping](#)

Persona Toolbar

The Persona toolbar hosts the current Personas available in Affinity Designer.

Settings

The following options are available from the Toolbar:

-  **Designer Persona**—switch to the specialized vector design and art environment.
-  **Pixel Persona**—switch to the specialized pixel adjustment environment.
-  **Export Persona**—switch to the specialized export environment.

 The active Persona can also be switched by accessing the top **File** menu.

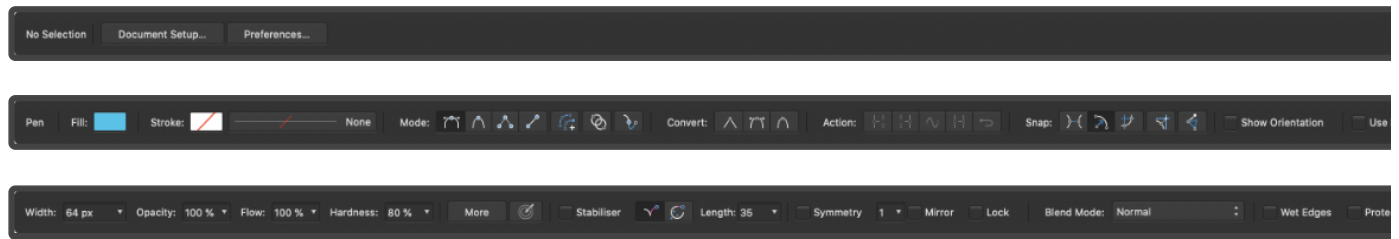
SEE ALSO:

[Toolbar](#)

[Viewing](#)

Context toolbar

The context toolbar always updates to show the options available for the currently selected tool, making it quick and easy to tailor tool-specific settings as you design.



Context toolbars for Move Tool, Pen Tool and Paint Brush Tool.

The context toolbar appears below the Toolbar and immediately above the document view.

Each time you select a new tool, the context toolbar shows the commands and options relevant to the selected tool.

In some cases, the commands shown by the context toolbar change depending on selection type and the active Persona. For example, the **Node Tool** context toolbar will show different options for a shape than it will for a standard vector object made from curves.

▼ To hide/show the Toolbar:

- Choose **View>Show Toolbar**.

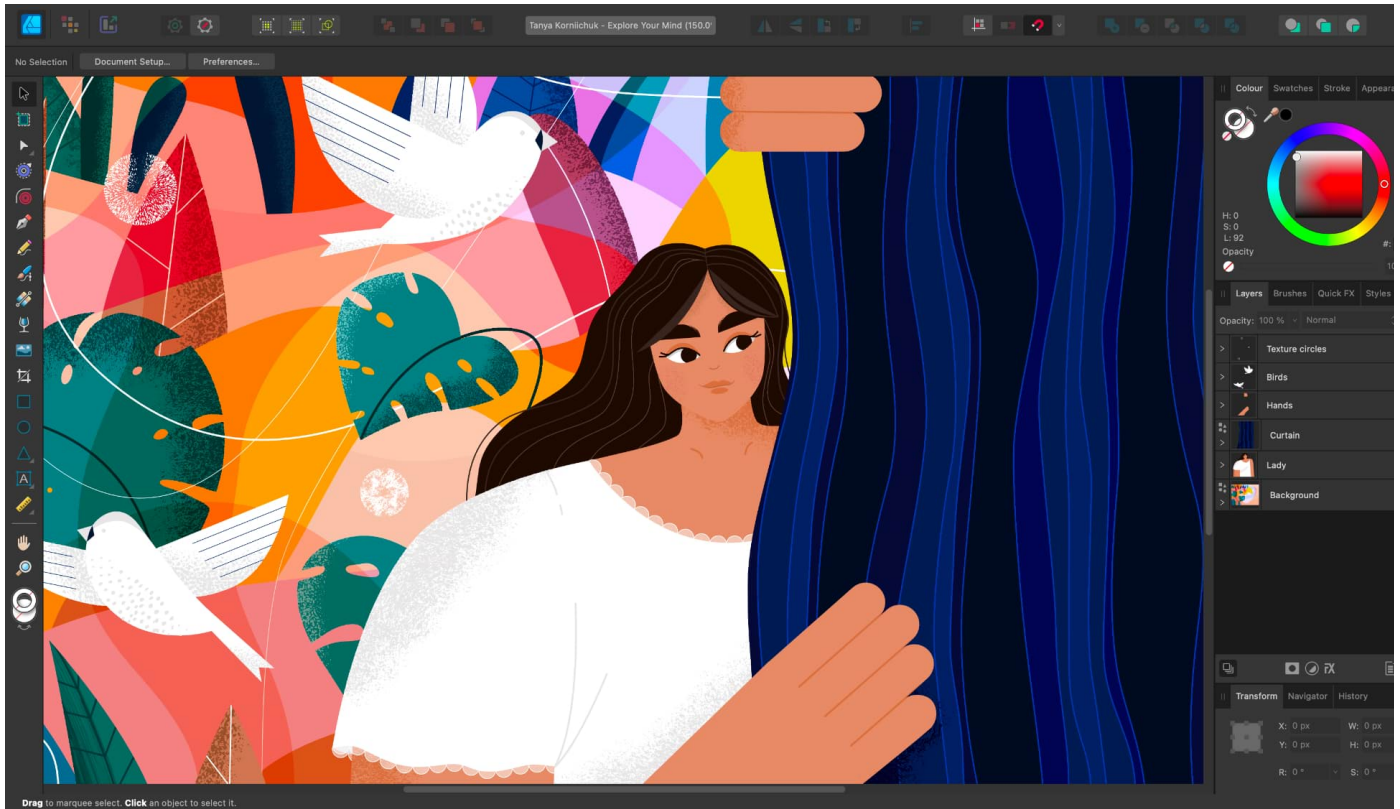
SEE ALSO:

[Interface Visual Reference](#)

[Customizing the workspace](#)

App and document windows

When the Affinity app first opens, the workspace will be presented in a single app window. This means that all panels will be neatly docked together so that all controls are at your fingertips and easy to find. Any opened document will be docked in the workspace and will occupy the central document view.



 This default workspace view is customizable. You can rearrange Studio panels and panel groups, or undock them to have floating panels. For multiple opened documents, you can float the tabbed documents in their own document windows.

About app windows

Affinity apps offer both maximized/full screen and windowed views.

Maximized/Full screen

When maximized, the Affinity app will fill the entire available screen space, excluding the area occupied by the taskbar at the bottom.

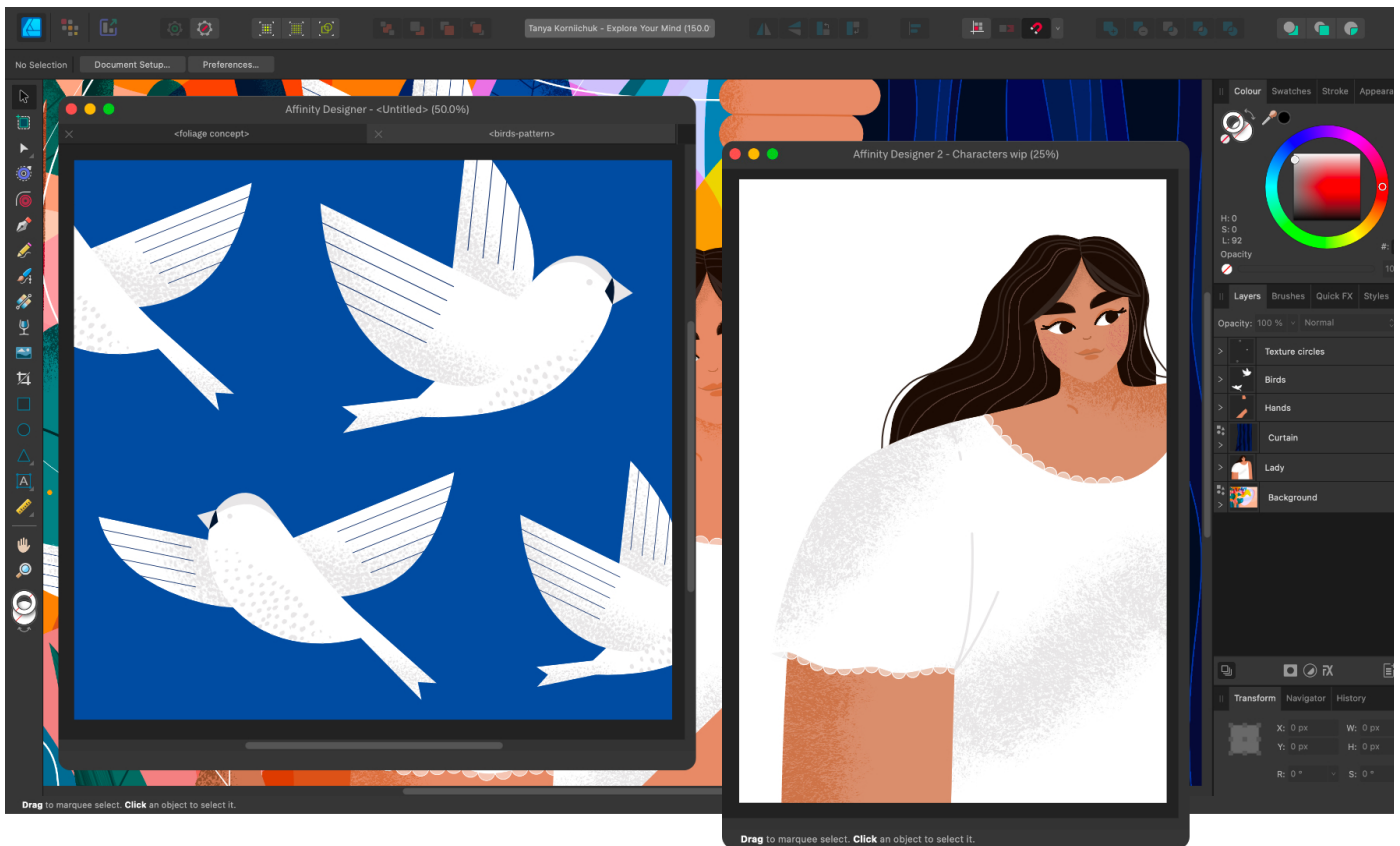
Windowed

When the Affinity app opens for the very first time, it will display in a window which fills approximately three-quarters of the screen. You can change the size of this window at any time.

 Your preference for Windowed or Maximized mode will be remembered between sessions. Your preferred window size is also remembered between sessions.

About 'tearable' document windows

While there is only one app window, you can have one or more document windows per open document. By default, documents are docked to the workspace (viewed as tabs under the context toolbar) but these can be 'torn' away from the tab bar to make them independent undocked, floating windows.



▼ To resize an app or document window:

- Position the cursor at an edge or corner of the window and drag inwards or outwards to decrease or increase the window size, respectively.

▼ To switch the app to be full screen:

Do one of the following:

- On the title bar, click the Affinity icon on the left and select **Maximize**.
-  On the title bar, click the Maximize icon on the right.

▼ To minimize or zoom (maximize) a document window:

Do one of the following:

- On the title bar, click the Affinity icon on the left and select **Minimize** or **Maximize**.
-   On the title bar, click the Minimize or Maximize icon on the right.

▼ To restore an app or document window from maximized:

Do one of the following:

- On the title bar, click the Affinity icon on the left and select **Restore**.
-  On the title bar, click the Restore icon on the right.

When switching back to being windowed, the window will return to the size it was at before being maximized.

▼ To float docked documents:

Do one of the following:

- Drag an open document tab to the workspace and release.
- From the **Window** menu, select **Arrange>Float** for a displayed open document, or **Arrange>Float All** for all docked documents.

▼ To dock a document window with another:

- Drag a floating document window's title bar onto another document window's tab bar (under the title bar), and drop when the destination window becomes tinted blue.

▼ To redock multiple floating windows:

Do one of the following:

- Drag a floating document window's title bar onto the tab bar (or top of workspace), and drop when the main document view becomes tinted blue.
- From the **Window** menu, select **Arrange>Dock** for a floating selected document, or **Arrange>Dock All** for all floating documents.

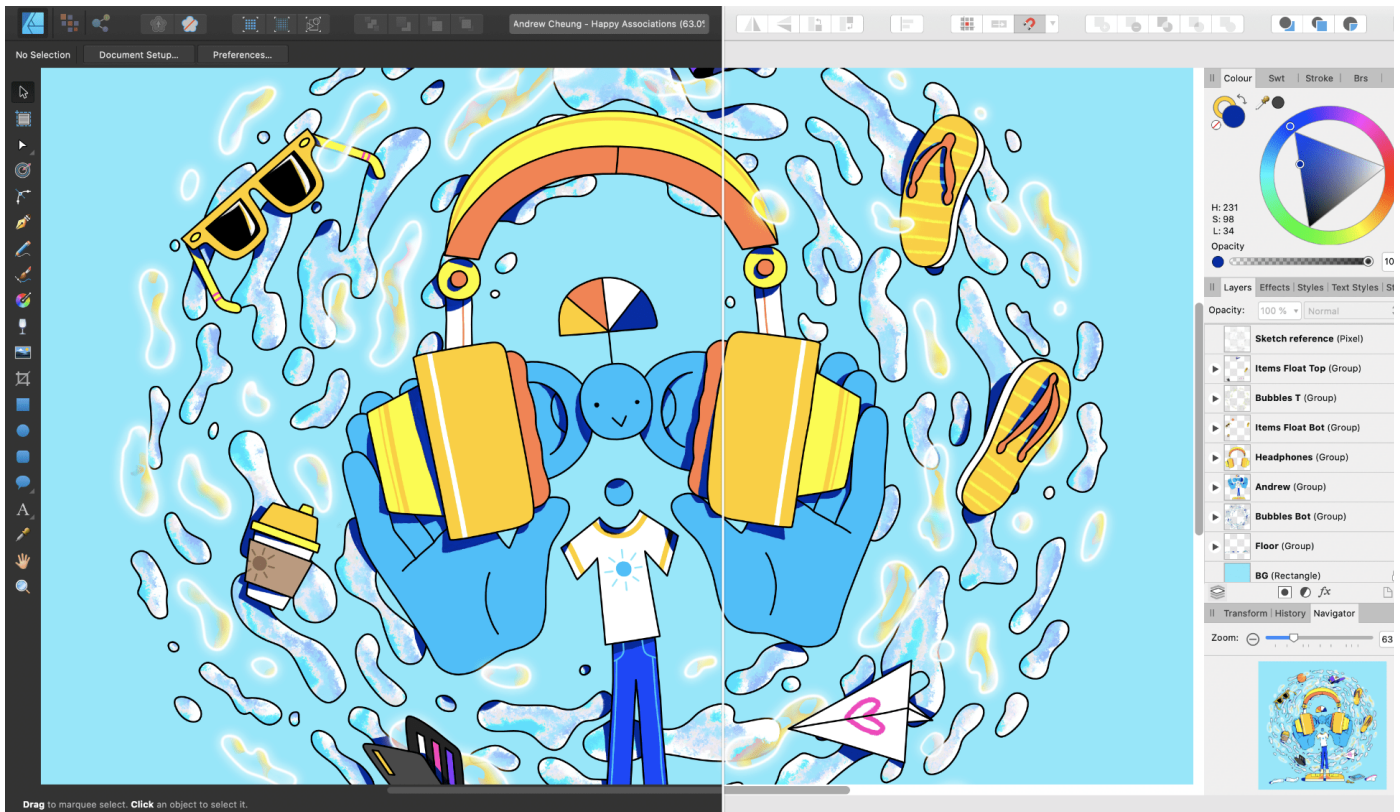
SEE ALSO:

[Interface Visual Reference](#)

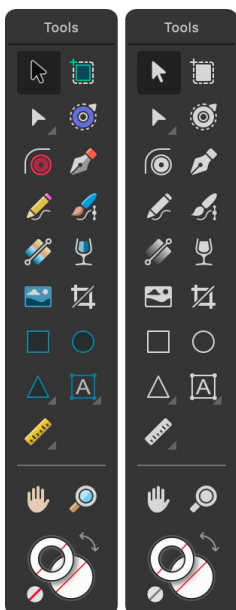
[Customizing the workspace](#)

Changing the UI appearance

Affinity Designer has a dark User Interface (UI) by default. This makes it easier to accurately view and edit the colors in your designs. However, you can swap the UI interface from dark to light (and vice versa), adjust the background grayscale or the overall Gamma for contrast changes, and switch from colored to monochromatic iconography in the UI.



Dark vs light UI styles.



Colorized (default) vs monochromatic iconography.

▼ To change the UI from dark to light (or vice versa):

1. Choose **Edit>Settings** (or **>Preferences**).
2. Click the **User Interface** label.

3. For **UI Style**, choose Dark, Light, or Default OS (Mac only).

▼ To change the UI background, Artboard background or Gamma level:

1. Choose **Edit>Settings** (or **>Preferences**).
2. Click the **User Interface** label.
3. Drag the sliders to set the **Background Gray level**, **Artboard Background Gray level** and/or **UI Gamma** level.

▼ To display monochromatic icons in the UI:

1. Choose **Edit>Settings**.
2. Click the **User Interface** label.
3. For **Icon Style**, choose Mono.

SEE ALSO:

[App and document windows](#)

[Customizing the workspace](#)

[Customizing the Toolbar](#)

32-bit Preview panel

The 32-bit Preview panel provides configurable exposure and gamma controls to preview the vast tonal range of a 32-bit document without tonally modifying it. This is especially useful for floating point lossless workflows (e.g., 3D rendering), where edits need to be made to the image without sacrificing the available tonal range through tonal compression or adjustments.

 This panel is hidden by default. It can be switched on via the **Window** menu.

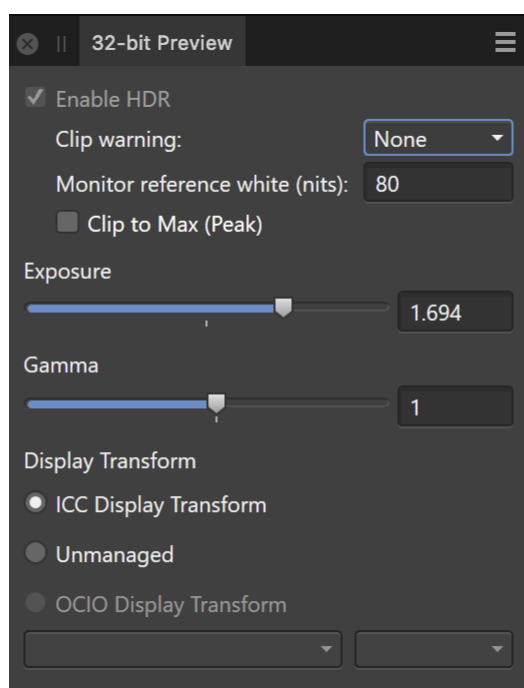
About the 32-bit Preview panel

HDR (High Dynamic Range) mode is supported which is designed for HDR content creation.

HDR-compatible displays

For these displays, enabling HDR display support will switch the operating system into a mode whereby it will increase the backlight intensity and darken screen content—increasing the dynamic range available when rendering content in your 32-bit document.

A settings option will automatically enable HDR display support when viewing 32-bit documents.



32-bit Preview panel set up for HDR-compatible displays

The panel options include:

- **Enable HDR**—enables *High Dynamic Range* mode to allow peak brightness values greater than diffuse/paper white to be displayed, increasing the dynamic range of the document view.
- **Clip warning**—displays over-exposed areas while in HDR mode. Choose between **average** or **peak** brightness, measured in nits. These values are obtained from the display's metadata.
- **Monitor reference white (nits)**—used in conjunction with clipping. Set this value to the diffuse/paper white brightness value you have calibrated your display to (if using a profiling device, this may be measured in *cd/m2* which is equal to *nits*). This ensures accurate clipping information is displayed.
- **Clip to Max (Peak)**—prevents the display from tone mapping while in HDR mode. Ordinarily, the display will tone map brightness values above its peak brightness threshold, but with this option enabled those values will instead be clipped.
- **Preview Exposure**—increases or decreases the preview exposure of the image, allowing you to better visualize the highlight or shadow tonal ranges for editing.
- **Preview Gamma**—alters the gamma correction value.
- **Display Transform**—allows you to switch between a non-linear view using the current display profile, linear light or an OCIO transform:
 - **ICC Display Transform**—non-linear transform using the current display profile.
 - **Unmanaged**—a linear light view where no transform is applied.
 - **OCIO Display Transform**—choose a device transform and a view transform to preview your document using OpenColorIO. The options presented for both pop-up menus will differ depending on your current OpenColorIO configuration.

 In order to use the **Display Transform** options, you must have a valid **OpenColorIO** configurable file and directory defined. See [Using OpenColorIO](#) for more information.

 If you intend on tone mapping or tonally modifying your image to compress its tonal range, you will likely not need to use this panel.

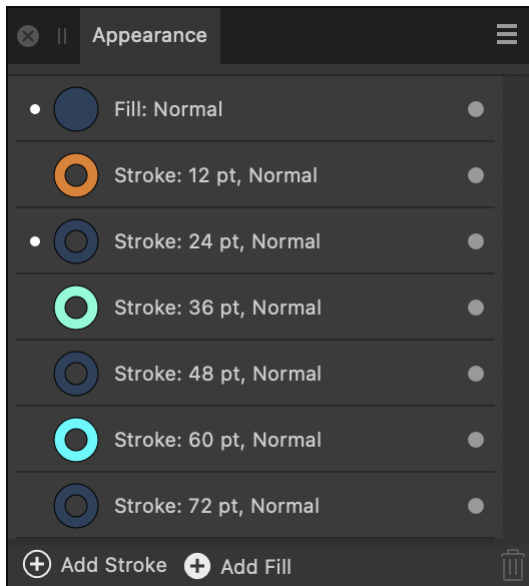
Settings

Related behaviors can be adjusted from [the app's settings](#):

- **Color>Enable HDR by default in 32-bit RGB Views**

Appearance panel

The **Appearance** panel allows you to apply multiple strokes and/or fills to any selected object. With drag-and-drop ordering and control of stroke widths and per stroke/fill blending, you can achieve striking creative effects.



The Appearance panel.

From the **Appearance** panel you can:

- Manage strokes and fills for the selected object
- Apply additional strokes and fills to the selected object
- Hide or show strokes and fills
- Set the active stroke and fill which can then be edited via the **Stroke** and **Color** panels
- Apply independent blending control of strokes or fills instead of for the object
- Delete strokes and fills

The panel displays the following:

- **Stroke**—the stroke entry showing the stroke color, width and blend mode. The active stroke will be denoted by a white dot to the left of its entry. This is the stroke that will be affected by **Stroke** panel editing.
- **Fill**—the fill entry showing the fill color and blend mode. The active fill will be denoted by a white dot to the left of its entry. This is the fill that will be affected by **Color** panel editing.
- **Add Stroke**—creates a new active stroke above the current active stroke.

- **Add Fill**—creates a new active fill above the current active fill.
 - **Remove**—deletes the currently selected stroke or fill.
-

SEE ALSO:

[Using multiple strokes and fills](#)

[Stroke panel](#)

[Color panel](#)

[Customizing the workspace](#)

Assets panel

The **Assets** panel acts as an area for storing miscellaneous elements which you can then access from any Affinity document.

The Assets panel is hidden by default. It can be switched on via the **Window** menu.

💡 Assets are listed in the Assets panel alphabetically. However, you can manually reorder assets in the panel by dragging them while holding down the **Alt** key. You can also set them to appear in the order in which they were added via panel **Preferences**.



The Assets panel.

Importing and exporting assets

Assets can be exported to and imported from external files (add-ons) via the Panel Preferences menu. For more information on add-ons, see the [About add-ons](#) topic.

Options

The following options are available in the panel:

- **Category**—displays the currently active category. Select from the pop-up menu.
- **Subcategory**—displays all assets in that subcategory. Click a subcategory's title to collapse or expand the subcategory.
- **Search**—allows you to narrow down the assets in the panel to those with names which conform to the search criteria. Type directly in the text box.



The following options are available from panel preferences:

- **Create New Category**—adds a new, custom assets category to the panel.
- **Rename Category**—allows you to rename the currently selected category.
- **Duplicate Category**—adds a second copy of the currently selected category to the panel. The new copy is not automatically linked to your other Affinity apps.
- **Link Category**—makes the currently selected category available in all your Affinity 2 apps.
- **Delete Category**—removes the currently selected category (and all its assets) from the panel.
- **Sort Categories By**—allows you to sort assets categories by **Name** or **Date Added**.
- **Create Subcategory**—adds a new subcategory to the currently selected category.
- **Import Assets**—allows you to add an .afassets file and adds a new category to the panel pre-populated with subcategories and assets from your imported file.
- **Export Assets**—creates an *.afassets file containing the assets and subcategory structure from the currently selected category.
- **Expand All**—opens all subcategories in one operation.
- **Collapse All**—closes all subcategories in one operation..
- **Embed in current document**—embeds the assets in your Assets panel into your current document so that they can be accessed when opening the document later on a different computer (or on the same computer if assets were deleted). On opening a document with embedded assets, you're prompted if you want to import assets to your Assets panel, making them available to all documents.
- **Show As List**—if this option is off (default), assets are displayed as thumbnails in a grid with tooltips displaying their name. When selected, assets are displayed as named thumbnails in a list.

- **Background**—allows you to set the background color for the panel. This is useful for better in-panel assets preview.

 The following options are available from subcategory option menus:

- **Rename**—allows you to rename the subcategory.
- **Delete**—removes the subcategory (and all its assets) from the panel.
- **Move Up**—repositions the subcategory above the previous subcategory so it is listed higher in the panel. If this option is grayed out, the subcategory is at the top of the panel.
- **Move Down**—repositions the subcategory below the next subcategory so it is listed lower in the panel. If this option is grayed out, the subcategory is at the bottom of the panel.
- **Sort By Name**—allows you to sort assets in the current subcategory by name. You can drag-and-drop individual assets within or across subcategories to move and reorder them.
- **Add from Selection**—adds all the objects in the current on-page selection to the subcategory as assets. Grouped objects are added as a single asset.

 It is also possible to reorder subcategories by dragging their entries up or down inside the category group.

SEE ALSO:

[Using assets](#)

[Symbols panel](#)

[Customizing the workspace](#)

[About add-ons](#)

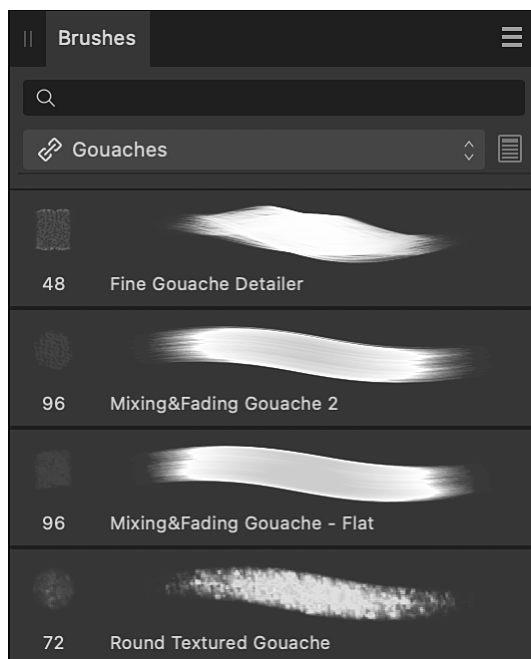
Brushes panel

The **Brushes** panel hosts a selection of brush presets which can be selected for use with the Vector Brush Tool and Paint Brush Tool (Designer Persona and Pixel Persona, respectively). Any custom brushes you design can be saved to your own panel categories. ABR Brush files can be imported and will be available in their own separate categories.

About the Brushes panel

A choice of pre-designed brushes is available as selectable thumbnails. With the brush tool selected, the selected thumbnail sets the type of brush to be used. Brushes are arranged in categories.

For convenience, a brush name is displayed under each brush the first time you open the panel (default). You can disable this option, if preferred, via the panel's **Settings** (or **Preferences**).



The Brushes panel in Pixel Persona.

 Designer Persona offers only vector brushes via the Vector Brush Tool; Pixel Persona offers pixel-based brushes via the Paint Brush Tool exclusively.

Importing and exporting brushes

Brushes can be exported to and imported from external files (add-ons) via the Panel Preferences menu. For more information on add-ons, see the [About add-ons](#) topic.

Options

The following options are available on the panel:

- Search—locate brushes in the current category by name.
- Categories—display brush thumbnails for the chosen category.
-  Edit Brush—loads the selected brush in the **Editing** dialog, allowing it to be customized and saved as a new brush preset.
- Brush thumbnails for the current category.

The following options are available from the  Panel Preferences menu:

- **Create New Category**—adds a new, empty category to the pop-up menu.
- **Rename Category**—allows you to rename the currently selected brush category.
- **Duplicate Category**—adds a second copy of the currently selected category to the panel. The new copy is not automatically linked to your other Affinity apps.
- **Link Category**—makes the currently selected category available in all your Affinity 2 apps.
- **Delete Category**—removes the selected category.
- **Sort Categories By**—allows you to sort brush categories by **Name** or **Date Added**.
- **Show as List**—by default, brushes are shown in lists; uncheck to present brushes as nozzle thumbnails in a grid.
- **Show Brush Names**—when selected (default), brush names will be displayed under each brush.
- **Auto-scroll**—when enabled, the last used brush will be automatically scrolled to and displayed when you return to the brush tool from other tools. When disabled, auto-scrolling does not occur.
- **Auto-switch category**—when enabled, the option automatically switches to the brush category containing the last used brush when you return to the brush tool from other tools. When disabled, auto-switching does not occur.
- **Enable Associated Tools**—when enabled, the setting will associate the tool set with the brush you are modifying. When disabled, the setting disables the switching for brushes that already have associated tools assigned to them. This option is for raster brushes in Pixel Persona only.
- **Import Brushes**—allows you to import a set of vector or pixel brushes, including those in ABR format. Imported vector brushes will be available in a new Brushes panel category in Designer Persona; imported pixel brushes will be available via Pixel Persona in the equivalent location.

- **Export Brushes**—allows you to export the currently selected brush category, ready for sharing with other users.

For vector brushes:

- **New Solid Brush**—creates a basic, solid vector stroke.
- **New Textured Intensity Brush**—creates a brush stroke based on the opacity values of a raster image. In the pop-up dialog, navigate to and select a file, and click **Open**.
- **New Textured Image Brush**—creates a brush stroke based on the color values of a raster image. In the pop-up dialog, navigate to and select a file, and click **Open**.

For more information on creating custom brushes, see [Creating custom brushes](#).

For pixel brushes:

- **New Intensity Brush**—creates a brush stroke based on the opacity values of a raster image. In the pop-up dialog, navigate to and select a file, and click **Open**.
- **New Round Brush**—creates a brush stroke with a circular edge.
- **New Square Brush**—creates a brush stroke with a square edge.
- **New Image Brush**—creates a brush stroke based on an image. In the pop-up dialog, navigate to and select a file, and click **Open**.
- **New Brush From Selection**—creates a custom image brush from any pixel selection or an intensity brush from a mask.

Additionally, the following are available via Right-click on a brush:

- **Update**—saves new settings modified via the context toolbar with the brush.
- **Reset Brush**—returns to the brush default settings.
- **Rename Brush**—opens a dialog where a brush can be renamed.
- **Duplicate Brush**—copies the selected brush and places it directly underneath the selected brush.
- **Delete Brush**—removes the brush from the panel.
- **Move Brush to Category**—opens a dialog with a list of brush categories where a brush can be moved into.
- **Copy Brush to Category**—opens a dialog with a list of brush categories where a brush can be copied into.

For more information on creating custom brushes, see [Creating custom pixel brushes](#).

Character panel

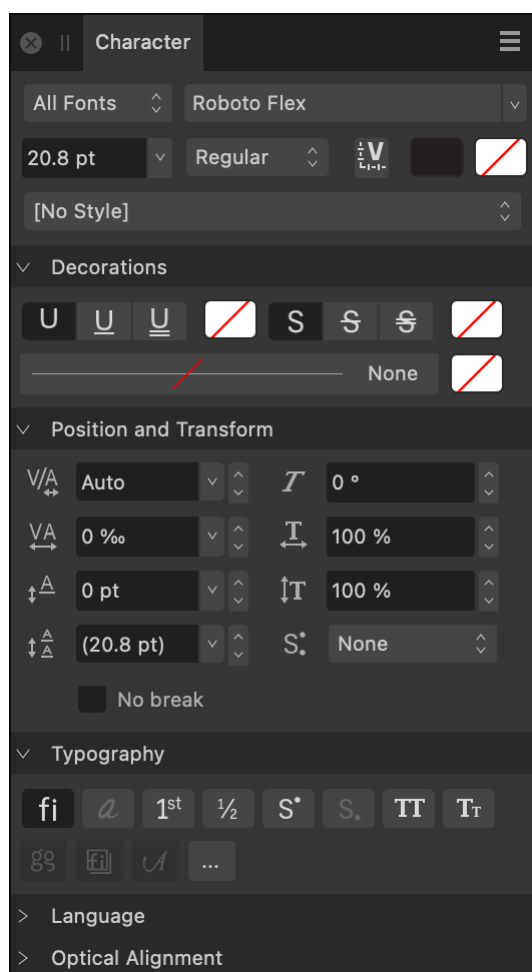
The **Character** panel allows you to apply local formatting to individual letters, words, sentences and paragraphs as well as entire stories.

 This panel is hidden by default. It can be switched on via **Window>Text**.

About the Character panel

The **Character** panel is unique in providing the ability to:

- List typefaces within particular collections (including Missing Fonts).
- Apply double underline or strikethrough as well as controlling their color independently of text color.
- Set kerning and shearing.
- Apply horizontal and vertical scaling.



The Character panel.

Settings



From the Panel Preferences menu, you can access the following option:

- **Show Typography**—when selected, displays the language script to be used when applying OpenType rules. Typography options depend on the font having the necessary glyphs to support them.

The following panel options are available:

- **Collection**—sets the typefaces which are accessible via the panel. Select from the pop-up menu.
- **Font Family**—sets the typeface for the selected text. Select from the pop-up menu.
- **Font Size**—controls the point size of characters.
- **Font Style**—controls which typeface style is applied to the selected text.
- **Font Variations**—when a variable font is applied to the selected text, click to reveal settings for each of the font's adjustable axes.
- **Font color**—sets the color of the text. Select from the pop-up panel.
- **Background color**—sets the color applied behind the selected text (i.e., creating a highlight effect). Select from the pop-up panel.
- **Text Style**—allows a character [text style](#) to be applied to selected text.

▼ Decorations

-  **Underline**—select whether the text has **No Underline** or a single or double underline.
- **Underline color**—sets the color of the text underline. If this is set to 'None', the underline color will match the Font's color. Select from the pop-up panel.
-  **Strikethrough**—select whether the text has **No Strikethrough** or a single or double strikethrough.
- **Strikethrough color**—sets the color of the text strikethrough. If this is set to 'None', the strikethrough color will match the Font's color. Select from the pop-up panel.
- **Outline Stroke**—Sets the outline stroke style and width, along with stroke cap, join and alignment.
- **Outline Color**—sets the color of the outline stroke. If this is set to 'None', the outline color will match the Font's color. Select from the pop-up panel.

▼ Positioning and Transform

-  **Kerning**—controls the kerning (distance) between characters. **Auto** will automatically kern characters by default. Positive values give expanded kerning, negative values give condensed kerning. This setting is expressed in permilles, i.e. thousandths of an em space.
-  **Tracking**—controls the spacing between characters. This setting is expressed in permilles, i.e. thousandths of an em space.
-  **Baseline**—controls where characters naturally sit on a line. Increasing the value lowers the baseline, decreasing the value raises the baseline.
-  **Leading Override**—applies local override to selected text to increase the leading with regard to the paragraph's leading.
-  **Shear**—controls the extent of text slant. Positive values will tilt text to the left, negative values will tilt text to the right.
-  **Horizontal Scale**—stretches the characters and spacing width with regard to point size.
-  **Vertical Scale**—stretches the characters with regard to point size.
-  **Super/Subscript**—converts text characters to superscript or subscript, i.e. characters are set higher or lower than neighboring characters, respectively, and font size is decreased.
- **No break**—tick this checkbox to ensure lines will not be broken at the ends. Soft hyphens will still be honored.

▼ Typography

-  **Standard Ligatures**—applies any available typeface ligatures to the selected text.
-  **Contextual Alternatives**—applies any alternative typeface designs available for glyphs depending on their relative position within a word or with respect to neighboring glyphs.
-  **Ordinals**—automatically applies a superscript to letters which are part of an ordinal number.
-  **Fractions**—dynamically converts fractions into a single glyph.
-  **Superscript**—converts text characters to superscript, i.e. characters are set higher than neighboring characters and font size is decreased.
-  **Subscript**—converts text characters to subscript, i.e. characters are set lower than neighboring characters and font size is decreased.
-  **All Caps**—displays all selected text as upper case (or small caps, if **Small Caps** option selected).
-  **Small Caps**—displays lower case letters as miniature upper case. If using an OpenType font that does not define small-caps characters, normal capitals are scaled down to the appropriate height.
-  **Character variants**—allows specific character variants within the text.
-  **Stylistic Sets**—allows you to automatically apply a font's alternate characters throughout the text.

-  **Swash**—applies stroke extensions to characters throughout the text.
- **More**—provides access to additional typography settings.

▼ Language

- Choose the language whose conventions you would like your text to follow for each available pop-up menu. Separate languages can be specified for:
 - **Spelling**—specifies the language dictionary to be used for spelling. This will be the default used by the other language options if they are unmodified (set to **Auto**). It also determines which user-defined filler text, if entered in Settings, is displayed in the selected text frame.
 - **Hyphenation**—specifies the language dictionary to be used for hyphenation. This can be used if a specific hyphenation dictionary is not available for the spelling language, but a suitable substitute is available. For example, it is possible to use **English (Australian)** spelling with **English (United Kingdom)** hyphenation.
 - **Typography script**—specifies the language script to be used when applying OpenType rules. For example, the Ordinals OpenType feature 'ordn' applies mainly to Latin script, and the Petite Caps feature 'pcap' only applies for scripts with both upper- and lowercase forms (e.g. Latin, Cyrillic, Greek). The list of available scripts will depend on the current typeface.
 - **Typography language**—specifies the language to be used when applying OpenType rules. For example, several OpenType features should only be applied to Japanese or Chinese text.

▼ Optical Alignment

Optical Alignment determines how certain characters in your document (for example, punctuation marks or particular letters) will fit in relation to the text frame; this can be used to automatically extend lines beginning or ending with certain characters when text frames are snapped to page margin. Adjust the settings to ensure the characters you choose are aligned to your liking.

SEE ALSO:

[Character formatting](#)

[OpenType font features](#)

[Paragraph panel](#)

[Customizing the workspace](#)

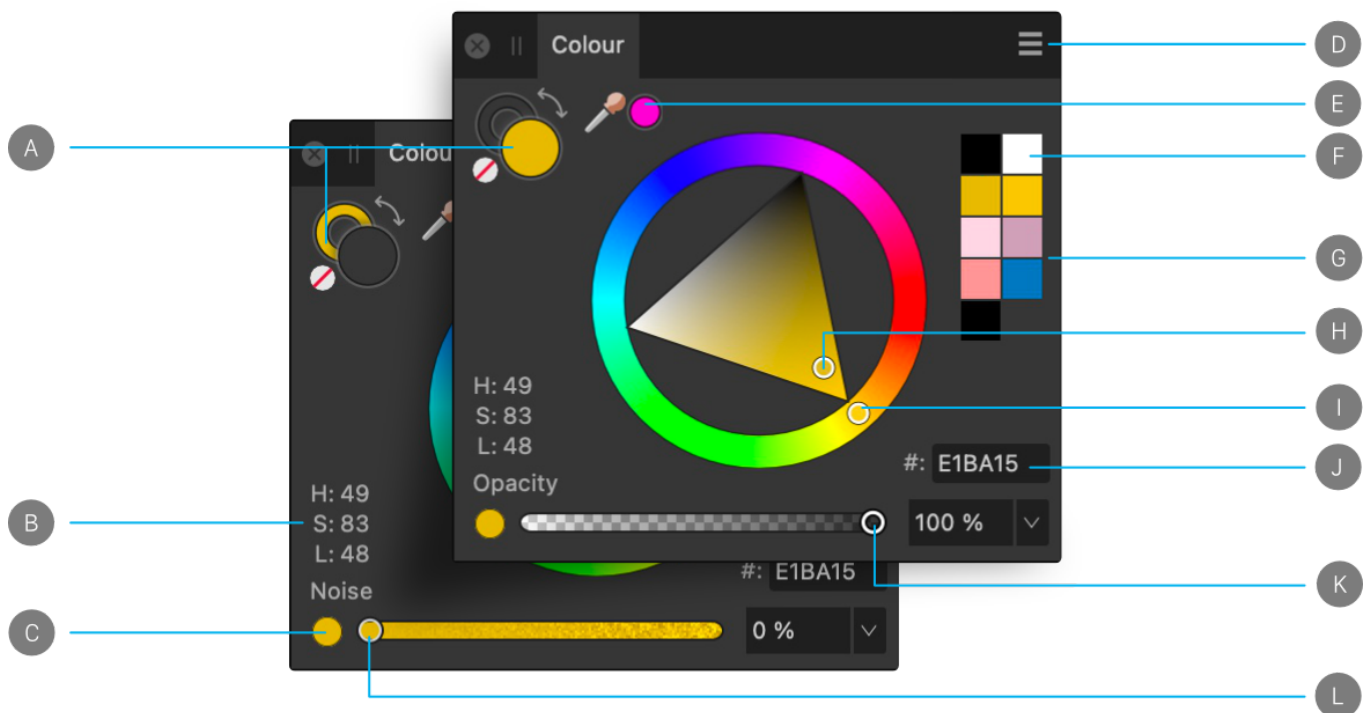
Color panel

The **Color** panel is used to choose color for various tools and selected objects.

 A pop-up version of the **Color** panel may appear when choosing color from within other dialogs.

About the Color panel

The **Color** panel can operate in several color modes—HSL, RGB, CMYK and LAB—and has various ways of defining color—color wheel (HSL only), color boxes and color sliders. Color tints can also be applied from within the panel.



Color panel (HSL color wheel): (A) Set Fill/Set Stroke color selectors with color 'none' swatch and 'swap' arrow, (B) HSL values, (C) Switch to opacity/noise, (D) Panel Preferences, (E) Color Picker and picked color swatch, (F) Black and white color swatches, (G) Recent colors swatches, (H) Saturation/Lightness control, (I) Hue control, (J) RGB Hex value, (K) Opacity control, (L) Noise control.

Like the **Swatches** panel, the **Color** panel takes on different appearances depending on the active Persona and on the selected tool. The large color selectors indicate the currently selected colors.

- In Designer Persona, objects have fill and stroke color properties. The stroke color is represented by the cutout (donut) color selector. The fill is represented by the solid color selector.

- In Pixel Persona, the two solid color selectors indicate interchangeable Fill and Stroke colors.

The active color selector is shown at the front of the two color selectors. Choosing a new color will apply it to the active color selector.

 These swatches change appearance for some vector tools.

-  **Gradient Tool:** Only one color selector swatch is shown to represent the color of the currently selected stop on the gradient.
-  **Vector Brush Tool:** When selected, the panel shows Fill and Stroke swatches that can be swapped by clicking the adjacent double arrow.

Using the Color panel

With the **Color** panel, colors can be applied to an object or for use by a tool in just a few clicks. Opacity and noise are further color attributes which can be applied.

▼ To set the color of a selector:

1. Click the selector you want to apply the color to. It will show at the front of the two color selectors.
2. Do one of the following:
 - Choose a color from the color model's **Wheel** (HSL only), **Sliders**, or **Boxes**.
 - Click the picked color swatch.
 - Click the **None** swatch to make the color completely transparent (for the tool, fill or stroke).

 You can set the Fill and Stroke color selectors to white and black, respectively, by pressing the **D** key. This affects any vector objects that are selected.

▼ To switch colors between the selectors:

- Click the double-headed arrow. The colors switch (but the active swatch selector remains the same).

▼ To adjust opacity or noise setting:

1. Select the toggle button to the bottom-left of the panel.
2. Drag the slider to set the value.

Color selection preferences and color models



When choosing colors in the **Color** panel, you can choose from various selection preferences and color model values. The color selection preferences are changed in the Panel Preferences menu.

Depending on the color model selected, you can also choose to work in **8 bit**, **16 bit** or **Percentage** mode.

Some of the selection methods allow you to set color using values other than RGB. This doesn't change the working color profile of the document, but changes the input values for the colors.

 You can specify color values for RGB, RGB Hex, HSL, CMYK and Grayscale depending on the pop-up menu in the **Color** panel. This is not the same as the working color profile. For example, if your working profile is an RGB profile, choosing 100% K (black) from the CMYK color model doesn't convert your document to CMYK. Instead the color applied will be an RGB approximation of 100% K (black). However, if you convert or export the document to a CMYK profile, the 100% K (black) will be honored.



The following color selection preferences are available from the Panel Preferences menu.

- **Wheel**—HSL Color Wheel
 - Drag on the outer ring to set the hue, and drag in the triangle to set saturation and lightness.
 - Click a swatch to the right of the wheel to select a recently used color.
 - Enter an RGB Hex value into the **#** setting.
- **Sliders**—RGB, HSL, CMYK, LAB, Grayscale
 1. Select the color mode from the pop-up menu.
 2. (Optional) From the Panel Preferences menu, select **8 bit**, **16 bit** or **Percentage**.
 3. Drag sliders or type directly into the value boxes to set the color values.
- **Boxes**—Hue, Saturation, Lightness only
 - **Hue**—Drag on the hue slider to set the hue, drag in the box to set the saturation and lightness.
 - **Saturation**—Drag on the saturation slider to set the saturation, drag in the box to set the hue and lightness.
 - **Lightness**—Drag on the lightness slider to set the lightness, drag in the box to set the saturation and hue.
- **Tint**

- Drag the slider to control the color tint. The further to the left the slider is positioned, the less ink is applied to the page.

The HSL color wheel's Saturation/Lightness control can be changed from **Triangle** to **Square** via the Panel Preferences menu.

 By default, the color space is locked when using **Sliders** (e.g., CMYK sliders) to prevent it from changing. This avoids inadvertently swapping to another mode after using swatches or selecting a different object created with a different color mode. When unlocked, the **Color** panel will remember the color mode that the selected object was created in. This lock only works on the current session; subsequent sessions will use the HSL color wheel as default.

 On the **HSL Color Wheel**, Shift-dragging the outer Hue ring will snap to 45° intervals.

 Shift-dragging a **Color** panel slider will move all of the sliders at once (for RGB and CMYK color space only). This can be useful for deciding on a lighter or darker shade of the color in place.

Using the Color Picker

The picker lets you sample colors within or outside Affinity Designer, then use them in your design.

▼ To use the Color Picker:

1. (Optional) Select an object to adopt the picked color on picking.
2. Click the selector you want to apply the color to.
3. Drag the **Color Picker** to the color you want to sample.

Saving chosen colors for later use

Once your color has been chosen and applied to a tool or object, there are several ways to preserve this color for later use.

 The following options are available from the Panel Preferences menu.

- **Copy Color to Clipboard as Hex**—this calculates the current color's Hex value and adds it to the clipboard. This is useful for web developers, to standardize on colors between graphics and HTML coding in a web environment.

- **Add Color to Swatch**—adds the current color to the currently loaded palette in the Swatches panel.
 - **Add Chord to Swatch** pop-up menu—adds a chord of the current color to the currently loaded palette in the Swatches panel.
-

SEE ALSO:

[Selecting colors](#)

[Sampling colors](#)

[Color Chords](#)

[Customizing the workspace](#)

Constraints panel

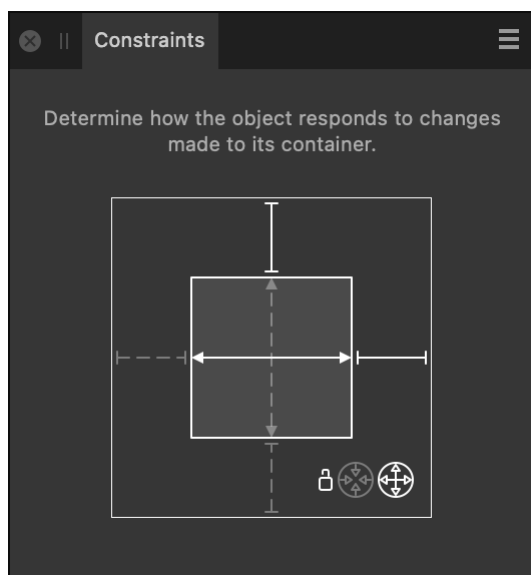
The **Constraints** panel lets you control how objects are positioned and scaled when presented on different artboards and differently sized layouts.

About the Constraints panel

Constraints are useful when designing for different devices simultaneously—they are labor saving and preserve accuracy. Objects are selectively responsive to resizing and transforms.

The **Constraints** panel lets you prevent child objects from being scaled when its parent object is resized. Anchoring the child object to its parent is also possible. Both scaling and anchoring can be applied to top, bottom, right or left of the child object.

The Constraints panel is hidden by default. It can be switched on via the **Window** menu when working in Designer or Pixel Persona.



The Constraints panel with top and right anchoring applied, horizontal scaling activated, vertical scaling deactivated, and Max Fit applied.

The outer box represents the container (parent object). The inner box represents the nested content (child object).

Options

The following options are available in the panel:

- Anchor lines—when gray and broken (default), the child object is not anchored in the selected direction. When white and solid, the child object is anchored in the selected direction.
 - Scaling arrows—when white and solid (default), the child object will scale in the selected direction. When gray and broken, the child object will not scale in the selected direction. If white and broken, the child object is forced to scale in the selected direction due to anchoring applied on opposite sides.
 -  Min Fit—when the parent object is resized disproportionately, the child object may scale so it always fits within its parent object (if unanchored).
 -  Max Fit—when the parent object is resized disproportionately, the child object may scale but it will be allowed to be bigger than its scaled parent object, potentially clipping content from view.
-

SEE ALSO:

[Constraints](#)

[Customizing the workspace](#)

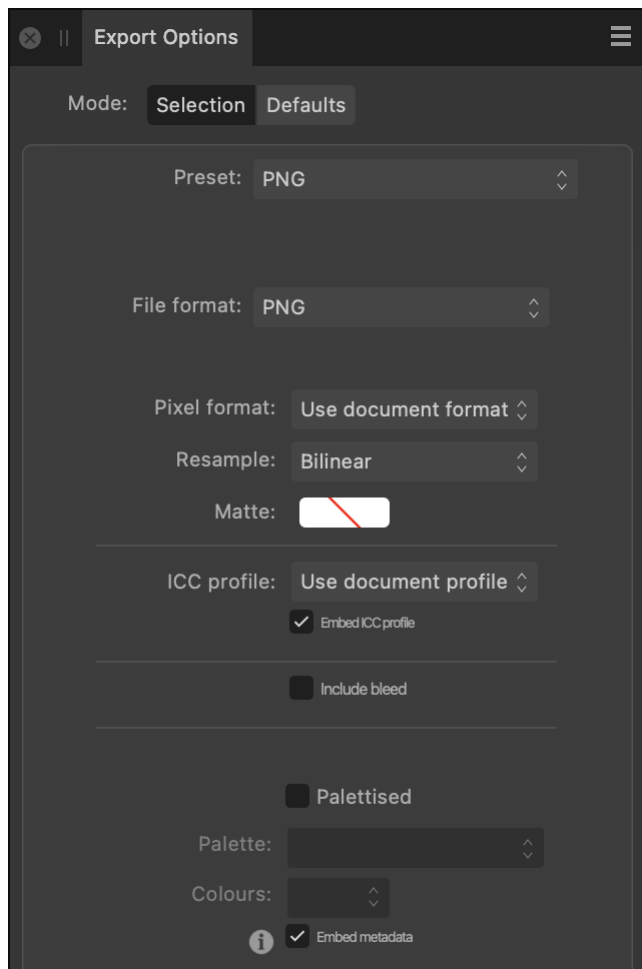
Export Options panel

Set the export options for a predefined export area using the Export Options panel.

About the Export Options panel

Once an export area has been defined, the Export Options panel allows you to set specific export attributes for that area. Using the panel, different export areas on the page can have different settings applied. This gives you full control over your exported designs.

You can save custom settings as a preset for future use.



Settings

Your choice of file format—or preset, which includes a file format—determines which other settings are presented in the panel.

For descriptions of the complete range of settings and their availability by format, see [Export settings](#).

▼ To save custom settings as a preset:

1. Set the export options as desired.
2. Click Panel Preferences, and select **Create preset** from the pop-up menu.
3. Enter a name and click **OK**.

The new preset is added to the end of the **Preset** pop-up menu and is also accessible from the [Export dialog](#).

 You can delete and rename custom presets by selecting the appropriate option from the Panel Preferences pop-up menu.

SEE ALSO:

[Exporting using Export Persona](#)

[Slices panel](#)

[Export settings](#)

[Document setup](#)

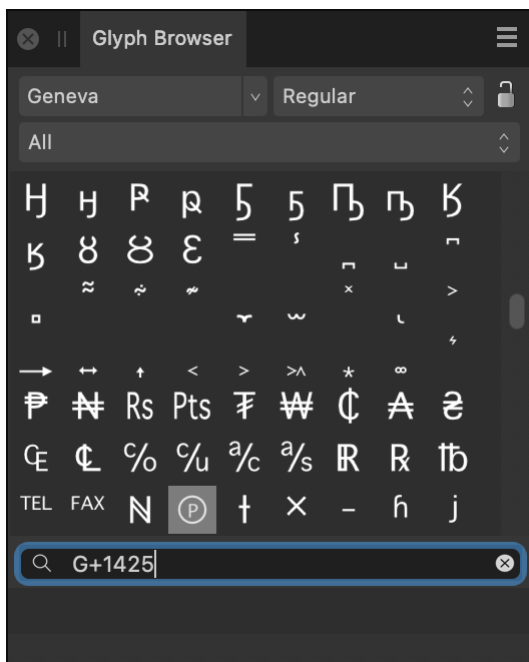
[Customizing the workspace](#)

Glyph Browser panel

In the context of typography, glyphs are graphical representations of a character within a typeface, such as Cyrillic or Latin.

About the Glyph Browser panel

The **Glyph Browser** panel is available from both the Designer and Pixel Personas and can be switched on via **Window>Text**.



The Glyph Browser panel.

▼ To add a Glyph:

1. On your document, use either the [Artistic Text Tool](#) or [Frame Text Tool](#) to create a text layer and begin editing it.
2. From the **Glyph Browser** panel, double click the desired Glyph to add it into the text.

The following panel options are available:

- **Font**—The chosen font type (all valid installed fonts are listed).
- **Font Style**—Sets the font style, e.g., **Bold**.
-  **Lock Font and Traits**—When unlocked, the font shown in the panel changes with the selected text's font, making it easier to find glyphs from the currently selected font. When locked, the font

shown in the panel doesn't change with text selection. This makes it easier to repeatedly use glyphs from a particular font, typically a symbol font like FontAwesome.

- **Subset**—Sets the chosen font subset to display glyphs from, e.g., **Basic Latin, Arabic, Greek Extended**.
- **Search**—Enter a Glyph value or a Unicode value to locate a Glyph or Unicode character. For example, "G+0131", "U+00b0" or the phrase "degree" will all show the degree symbol, respectively.

▼ To set the panel preferences:

- **Size**—Choose a display size for the glyphs; this benefits usability of the panel and does not affect the glyph output size.
- **Order**—Switches between font **Glyph** and **Unicode** order.
- **Clear Recently Used**—Glyphs you use are added to the bottom of the panel for re-use. This option clears that list.

SEE ALSO:

[Opening documents and images](#)

[Customizing the workspace](#)

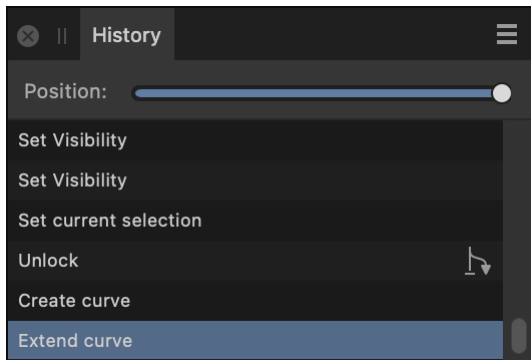
History panel

The **History** panel tracks changes and shows each state as a labeled entry in a list. This allows you to return to earlier points in time quickly and easily.

About the History panel

The **History** panel shows changes that are applied. The oldest state is the topmost in the list. When edits are made, new states are added to the bottom of the list.

💡 A document's [history can be saved](#) along with the document, so earlier edits can be returned to even if the document is closed and reopened.



The History panel showing the actions that have been carried out on the file.

If you click on an earlier state and then make a change, the new timeline you have created will be listed in the place of the original set of changes you made beyond that point. You can cycle between timelines by clicking on the Cycle future icon.

✎ Unless you choose to save the document's history with the document, the undo states listed in the **History** panel are cleared when the document is closed.

Options

The following options are available in the panel:

- **Position**—points on the slider represent edits made to a document from root (creation or opening) on the left to the latest edit on the right. Drag the slider left to undo a change, right to redo a change.

- **State**—gives a brief description of the edit made to the document. Click a state to jump back/forward to that edit.
 -  **Cycle future**—appears where the history was changed, storing all of the original edits associated with that 'branch' of the timeline. If you want to revert to an old redo history after making a change, click the **Cycle future** icon beside the point in the timeline you wish to revert to in order to go back to your preferred redo history. You can click this again to toggle between the different series of edits you made beyond this point.
-

SEE ALSO:

[Using undo, redo and history](#)

[Using snapshots](#)

[Customizing the workspace](#)

Isometric panel

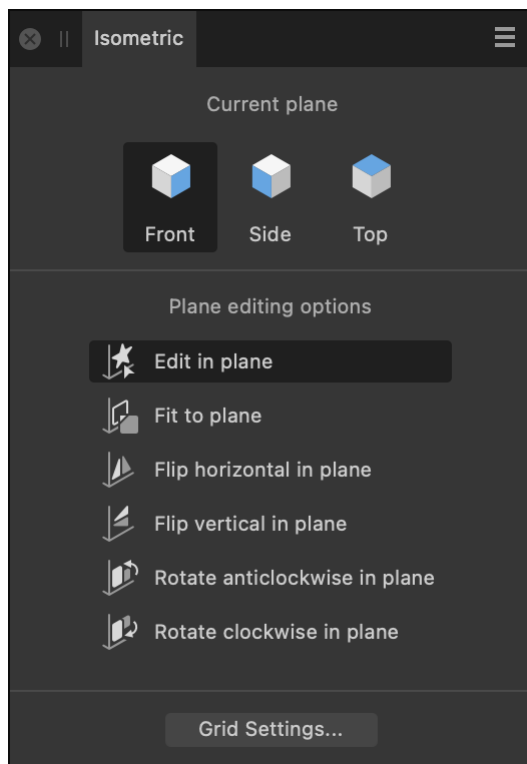
The **Isometric** panel lets you create an isometric grid on which you can draw objects in-plane, make '2D' objects fit to plane and transform planar objects between planes.

About the Isometric panel

From the **Isometric** panel, you can draw and edit objects across three planes on an isometric grid. The panel also provides several transformation operations which can be applied to selected objects (shapes, text or images).

The Isometric panel is hidden by default. It can be switched on via the **Window** menu when working in Designer or Pixel Persona.

💡 If you haven't set up a grid previously, you'll be prompted to initially modify the settings (e.g., grid Spacing) for your new isometric grid; you can then make the grid visible. If an isometric or other type of axonometric grid was already set up, the you won't be prompted for settings.



The Isometric panel.

Options

The following options are available in the panel:

▼ Current plane

-  **Front**—when selected, all **Plane editing** options will be applied to the front plane.
-  **Side**—when selected, all **Plane editing** options will be applied to the side plane.
-  **Top**—when selected, all **Plane editing** options will be applied to the top plane.

 Press the apostrophe (') key to toggle between planes as you edit.

▼ Plane editing options

-  **Edit in plane**—when selected, any object created is automatically fitted to the currently active plane.
-  **Fit to plane**—fits either a selected two-dimensional object or object on another plane to the currently active plane.
-  **Flip horizontal in plane**—flips the selected object horizontally within the currently active plane.
-  **Flip vertical in plane**—flips the selected object vertically within the currently active plane.
-  **Rotate anticlockwise in plane**—rotates the selected object 90 degrees anticlockwise within the currently active plane.
-  **Rotate clockwise in plane**—rotates the selected object 90 degrees clockwise within the currently active plane.

SEE ALSO:

[Grids](#)

[Isometric and axonometric grids](#)

[Customizing the workspace](#)

Layers panel

The **Layers** panel lets you create a tiered document that can be designed more easily by management of layers.

About the Layers panel in Designer/Pixel Persona

Layers are composited together to form your complete design which shows up on your page.

The panel can be used to build up your design as multiple layers, with each layer devoted to a particular facet (e.g., lines, shapes, text, adjustments, etc.).

 **Artboards** are also located on the Layers panel and can be organized in the same way as layers.

From the **Layers** panel you can:

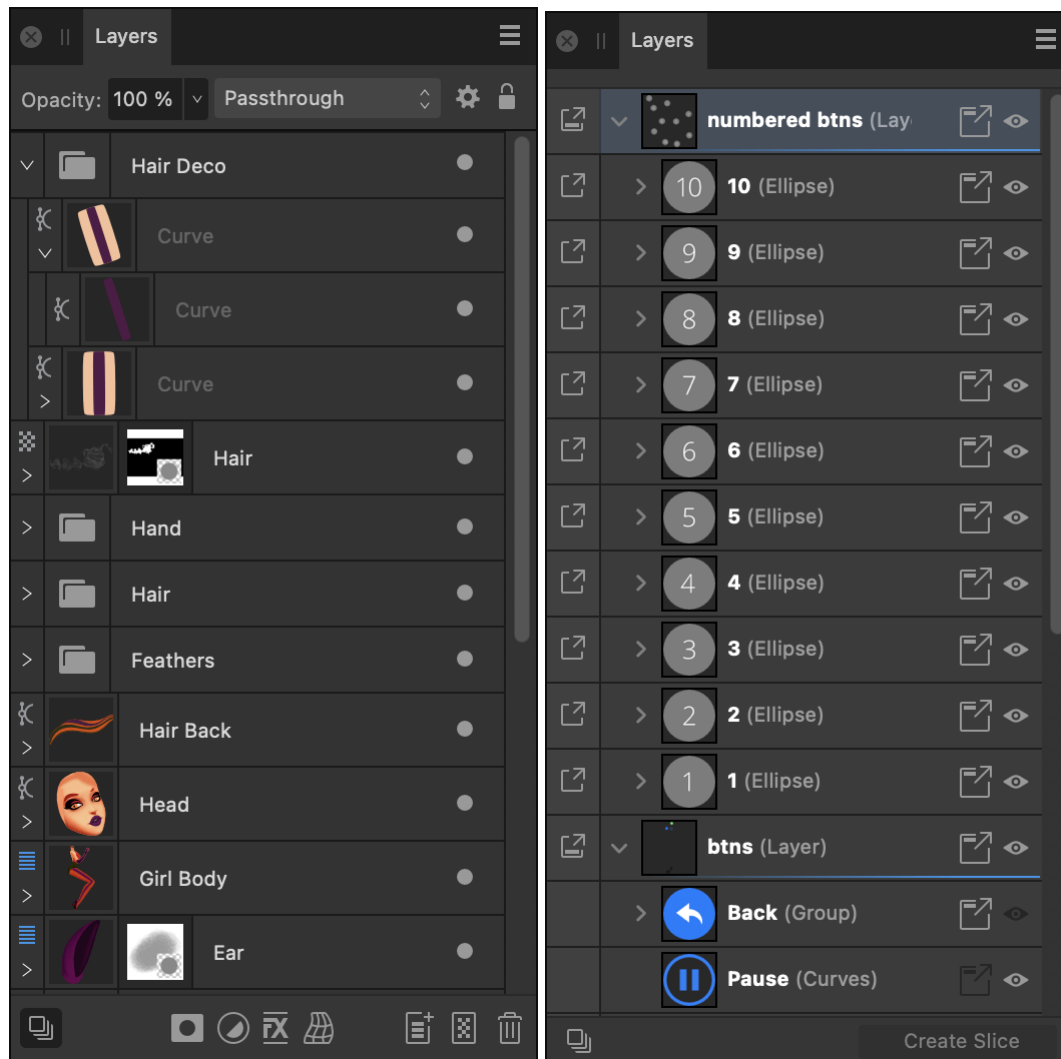
- Create or delete layers and groups
- Select, reorder, show/hide and lock (artboards, layers, groups and objects)
- Clip layers, groups and objects
- Apply layer and artboard opacity
- Apply blend modes and blend ranges
- Create masks
- Add layer adjustments and effects

Layer management features let you optimize layer control, e.g.

- Reselect pixel brushes previously applied to a layer
- Collapse/expand specific or all layers and groups
- Tag layers with a choice of colors
- Change the UI display color of all object's path, nodes and handles
- Exclude object from being a snapping candidate (**Right**-click object only)
- Switch off Auto-scroll (panel scrolls to layer content when it is selected on the page)
- Display layer thumbnails with a solid or checkerboard background
- Determine the size of layer thumbnails

About the Layers panel in Export Persona

The Layers panel in Export Persona looks similar to that in Designer/Pixel Persona. The key difference is that it is not intended to help edit items on the page but instead to select layers to create exportable slices from.



The Layers panel in Designer/Pixel Persona (left) and Export Persona (right).

The panel displays the following:

-  **Panel Preferences**—the menu offers :
 - **Auto-scroll**—when selected (default), the selected object's layer entry immediately comes into view in the **Layers** panel.
 - **Show Group Thumbnails**—when selected (default), each group layer's thumbnail displays a preview of all the group's contents. When deselected, a folder icon is shown instead.
 - **Show Object Type**—when selected (default), each layer entry displays an icon to identify its type. When deselected, icons are hidden.

- **Thumbnail Background**—when selected, layer thumbnail backgrounds will display a checkerboard which can be darkened/lightened, or display automatically (default) according to **UI Style** (Settings (or Preferences)>User Interface).
- **Small Thumbnails**—when selected (default), displays small thumbnails.
- **Medium Thumbnails**—when selected, displays medium thumbnails.
- **Large Thumbnails**—when selected, displays large thumbnails.
- **Close**—hides the current panel.
- **Close Panel Group**—hides the current panel and other panels in the panel group.
- **Opacity**—Adjusts opacity of the selected item(s).
- **Blend Mode**—Changes how the applied pixels interact with existing pixels on the layer below. Choose mode type from a pop-up menu.
-  **Blend Options**—Click to access a dialog for setting the blend ranges, blend gamma and antialiasing settings for the selected layer.
-  **Lock/Unlock**—Click to lock or unlock selected items to prevent accidental selection and transformation.
- **Layer entry**—The layer for the created item, comprised of:
 -  **Expand/Collapse**—Click to expand/contract the item, revealing nested content. **Right-click** options let you affect a currently expanded parent layer(s) and group(s) using **Expand Selection/Collapse Selection** or affect all parents in the layer stack using **Collapse All Parents** (or **Layer > Collapse All in Layers Panel**). Alternatively, it is possible to expand or collapse layers in a stack or group by pressing the **Alt** key while clicking on the Expand/Collapse chevron.
 - Layer type—The [layer's type](#), identified by a unique symbol.
 - Layer thumbnail—Visual representation of the layer contents on a checkerboard transparent background.
 - Layer name/type description—Text description of the layer type if unnamed; a double-click will let you name the item (removing the layer type description). For text layers, the text used on the page will be shown, while placed documents will show their filenames.
 -  **Recent brushes**—For pixel layers with pixel brush strokes already applied, clicking the icon offers the previously used brushes on that layer for reselection and further painting. For the current session only.
 -  **Toggle Visibility**—Disable to hide the item; enable to make it visible again. **Right-click** to hide selected layers (**Hide**), hide all other unselected layers (**Hide Others**), show other hidden layers (**Show Others**) or color tag the layer for easy layer identification.
-  **Edit All Layers**—Allows selection and editing of objects across all artboards and layers (rather than the current layer).

-  **Mask Layer**—Creates a layer mask to reveal a portion of a layer while the rest of the layer remains hidden.
 -  **Adjustments**—Adds a non-destructive adjustment layer to the current layer for tonal and color correction. Each [adjustment type](#) has its own symbol to uniquely identify it from other adjustment types.
 -  **Layer Effects**—Applies a layer effect to the currently selected layer.
 -  **Warp**—applies a warp to the currently selected objects. A non-destructive warp group is created.
 -  **Add Layer**—Creates an empty new layer above the currently selected layer.
 -  **Add Pixel Layer**—Creates an empty new pixel layer above the currently selected layer.
 -  **Remove Layer**—Deletes the currently selected layer or artboard.
-

SEE ALSO:

[About layers](#)

[Create layers](#)

[Selecting and editing layers](#)

[Layer clipping](#)

[Layer masking](#)

[Using layer effects](#)

[Layer masking](#)

[Warping objects](#)

[Layer blend ranges](#)

[Customizing the workspace](#)

[Layers panel \(Export Persona\)](#)

[Tagging layers](#)

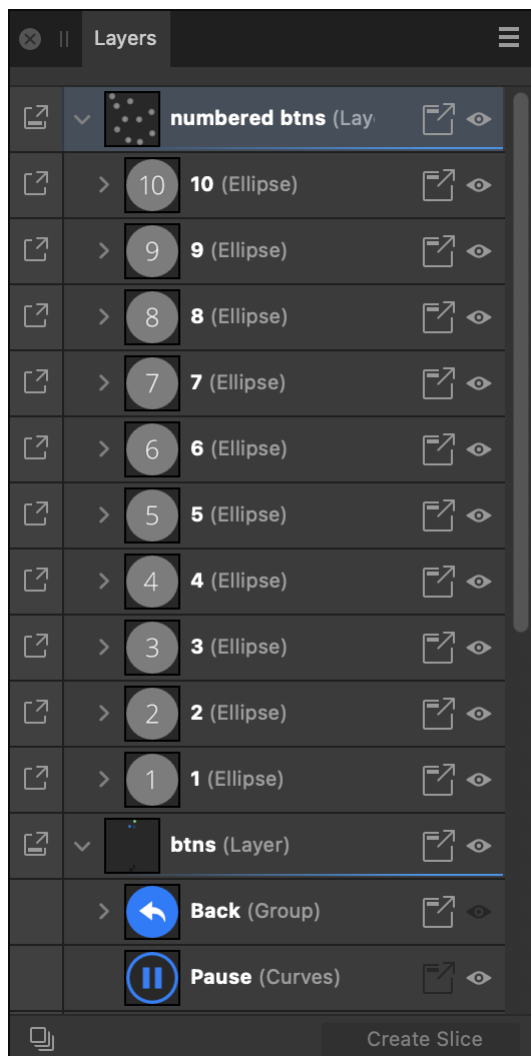
[Layer colors](#)

Layers panel (Export Persona)

The Layers panel in Export Persona lets you create slices from entire artboards, layers, groups or selected objects.

About the Layers panel

The panel lets you target artboards, layers, groups or objects in your design that you want to specifically export. By selecting them, they can be made into slices from the same panel; the Create Slice option generates slices for the Slices panel from which raster images can be exported.



The Layers panel showing layers in the current document.

Options

The following options are available in the panel:

-  **Layer is exported**—indicates the layer export state.
-  **Layer has exported children**—indicates that the exported layer contains objects in child layers.
-  **Make item visible in export**—when enabled, the item is visible and can be exported. When disabled, the item is hidden and can't be exported.
-  **Make item visible**—when enabled, the item is visible. When disabled, the item is hidden. The item can be exported in both states.
-  **Edit All Layers**—allows selection of objects across all layers (rather than the current layer).
- **Create Slice**—creates a slice from the selected artboard, layer, group or object in readiness for export.

 For child objects, the visibility options may show as being partly grayed out if the parent object has the corresponding visibility option switched off.

SEE ALSO:

[Exporting using Export Persona](#)

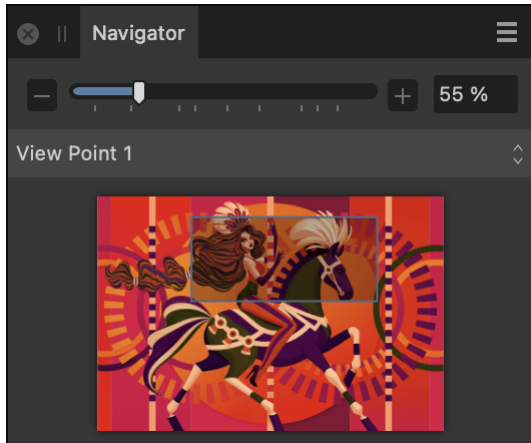
[Slices panel](#)

[Layers panel](#)

[Customizing the workspace](#)

Navigator panel

The **Navigator** panel lets you zoom into your design and pan around to view specific areas. You can also add, remove and switch between custom view points, which are saved zoom levels and positions.



The Navigator panel with a custom zoom level and position.

Depending on the zoom level, a view rectangle denotes the area currently visible in the document view.

▼ To zoom into/or out of your design:

Do one of the following:

- Click **+** **Zoom In** or **-** **Zoom Out**.
- Drag the slider to change the zoom level.
- Click the numerical zoom level, type a new value, then press the **Return** key.

▼ To pan around your design:

- Drag the view rectangle around in the panel. The document view displays the area enclosed in the view rectangle.

▼ To save a view point:

1. Set your desired zoom level and view position.
2.  From **Panel Preferences**, select **Save Current View Point**.

If the view point is the first one saved for the current document, a pop-up menu will appear on the panel.

▼ To remove a view point:

1. From the pop-up menu, select a view point.
2.  From **Panel Preferences**, select **Remove Selected View Point**.

▼ To rename a view point:

1. From the pop-up menu, select a view point.
2.  From **Panel Preferences**, select **Rename View Point**.
3. Type a new name for the view point, then click **OK**.

▼ To switch between view points:

Do one of the following:

- From the pop-up menu, select the view point you wish to move to. The document view will automatically change.
- To move between view points sequentially, you can use **Move to Previous View Point** and **Move to Next View Point** from the **View** menu.

 Commands for moving between view points are mappable to custom keyboard shortcuts; see [Customizing shortcuts](#) for more information.

SEE ALSO:

[Zooming](#)

[Customizing the workspace](#)

Paragraph panel

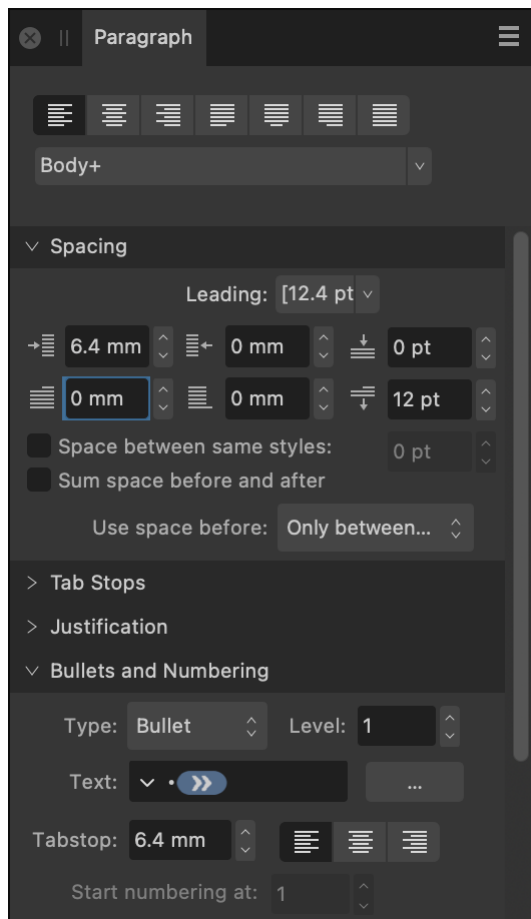
The **Paragraph** panel allows you to control the position and flow of individual paragraphs or entire stories.

 This panel is hidden by default. It can be switched on via **Window>Text**.

About the Paragraph panel

The **Paragraph** panel is unique in providing the ability to:

- Control the amount of vertical space between paragraphs.
- Apply left and right indentations as well as indents for first lines only.
- Create multiple tab stops set at different distances—giving you the ability to have irregular spacing when tapping **Tab** several times.
- Adjust the behavior of justified text—giving you control over how the app calculates spacing between letters and words to allow text to be flush along both left and right margins.



The Paragraph panel.

The following panel options are available:

-  **Left Align**—sets the paragraph alignment to adhere to the left margin.
-  **Center Align**—sets the paragraph alignment to be equidistant from the left and right margins.
-  **Right Align**—sets the paragraph alignment to adhere to the right margin.
-  **Justified Left**—sets the paragraph alignment to both the left and right margins. The last line of a paragraph is left aligned.
-  **Justified Center**—as with Justified Left, however, the last line of a paragraph is center aligned.
-  **Justified Right**—as with Justified Left, however, the last line of a paragraph is right aligned.
-  **Justified All**—as with Justified Left, however, the last line of a paragraph is justified regardless of length (sometimes known as Force-Justified).
- Text Style—allows a paragraph [text style](#) to be applied to selected text.

▼ Spacing

- **Leading**—controls the distance between text baselines (vertical gap between lines) within the paragraph. Select from the pop-up menu. Options include:
 - **Default**—sets the line spacing to the font's default (i.e., single).
 - **Exactly**—sets a fixed spacing (other text attributes are ignored for line spacing purposes). This can be adjusted using the presets in the pop-up menu.
 - **% Height**—sets spacing based on a percentage of the text's size. This can be adjusted using the presets in the pop-up menu.
 - **At Least**—sets a minimum spacing (actual line spacing may increase depending on other text attributes). This can be adjusted using the presets in the pop-up menu.
 - **Multiple**—controls line spacing as a portion of the default. This can be adjusted using the presets in the pop-up menu.
-  **Left Indent**—controls the left indent applied to the entire paragraph (excluding the first line).
-  **Right Indent**—controls the right indent applied to the entire paragraph.
-  **Space Before Paragraph**—controls the vertical gap which precedes the paragraph. By default, this is not applied at the top of a column; this can be altered from the **Use space before:** pop-up menu.
-  **First Line Indent**—controls the indent applied to the first line of the paragraph.
-  **Last Line Outdent**—controls the outdent applied to the last line of the paragraph.
-  **Space After Paragraph**—controls the vertical gap which succeeds the paragraph.

- **Space between same styles**—when this checkbox is ticked, you can manually set the spacing between paragraphs of the same style.
- **Sum space before and after**—when this checkbox is ticked, the sum of the **Space Before Paragraph** and the **Space After Paragraph** settings are used to determine spacing between paragraphs.
- **Use space before:**—controls when **Space Before Paragraph** settings are applied to the text. Select from the pop-up menu.

 By default, the total space between two paragraphs is the larger of the **Space After** value and the **Space Before** values.

▼ Tab Stops

- **Default Tab Stops**—controls the standard horizontal space added before a character when a tab (**Tab**) is inserted.
- **Add New Tab Stop**—adds an additional tab stop position.
- **Delete Selected Tab Stop**—removes the selected tab stop.
- Tab stop alignment—sets the alignment of the selected tab stop.
-     Tab stop leader—sets the characters displayed which indicates the selected tab stop.

 See the [Paragraph formatting](#) topic for more information.

▼ Justification

-  **Minimum Word Spacing**—sets the minimum gap allowed.
-  **Desired Word Spacing**—sets the preferred gap between words.
-  **Maximum Word Spacing**—sets the maximum gap allowed.
-  **Minimum Letter Spacing**—sets the minimum tracking allowed.
-  **Desired Letter Spacing**—sets the preferred tracking (spacing between letters) within words when a paragraph has a justified alignment.
-  **Maximum Letter Spacing**—sets the maximum tracking allowed.

▼ Bullets and Numbering

- **Type**—select a type of bullet or numbering list from the pop-up menu.
- **Level**—enter a list level.

- **Text**—allows you to adjust the symbol(s) you wish to use for your list, as well as the spacing between the symbols and the text. Click on the downward arrow or the **More** button to browse additional symbols.
 - **Tab stop**—adjust the distance text moves by in your list when the tab key is pressed.
 - **Alignment**—select from **Left Align Bullet/Number**, **Center Align Bullet/Number**, or **Right Align Bullet/Number**. For the latter two options, **First Line Indent** must be greater than 0.
 - **Start numbering at**—for numbered lists, you can adjust the number the list starts from.
 - **Restart numbering**—for numbered lists, you can restart the numbering at certain points within the list.
 - **Restart numbering now**—tick this checkbox to immediately restart the numbering from the current point within your list.
 - **Name**—name your list.
 - **Global**—tick this checkbox to make this list available to be used multiple times within your design.
 - **Style**—select a style from the pop-up menu or click **New** to create a new style using the pop-up menu.
-

SEE ALSO:

[Paragraph formatting](#)

[Character panel](#)

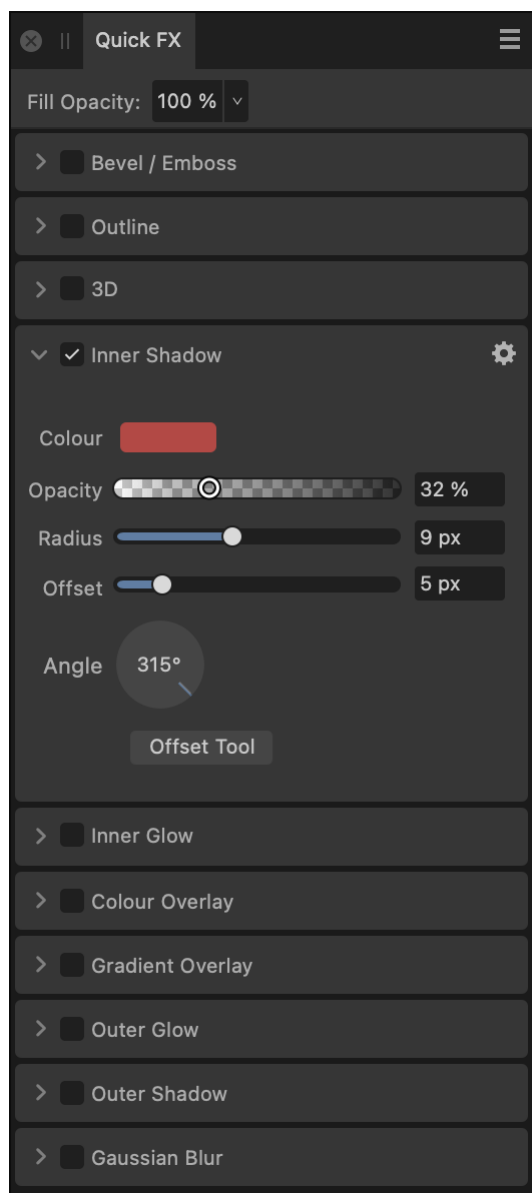
[Customizing the workspace](#)

Quick FX panel

Apply layer effects directly to objects or layers using the **Quick FX** panel.

About the Quick FX panel

Layer effects can be applied to the currently selected object or entire layer. These effects are also completely non-destructive so you can change them at any time.



The Quick FX panel.

The following controls and effects are available in the panel:

- **Fill Opacity**—alters the opacity of layer contents, without altering the opacity of the applied layer effect(s).
- **Bevel/Emboss**—adds various combinations of highlights and shadows.
- **Outline**—adds an outline to the layer content.
- **3D**—adds lighting to give a 3D appearance.
- **Inner Shadow**—adds a shadow inside the layer content's edges.
- **Inner Glow**—adds a color glow that emanates from inside the layer content's edges.
- **Color Overlay**—applies a solid color to layer content.
- **Gradient Overlay**—applies a linear gradient to layer content.
- **Outer Glow**—adds a color glow that emanates from outside the layer content's edges.
- **Outer Shadow**—adds a shadow behind the layer content.
- **Gaussian Blur**—blurs the layer content.



More advanced options for each layer effect are available via **Layer Effects** next to each effect in the **Quick FX** panel or via **Layer>Layer Effects**.

SEE ALSO:

[Using layer effects](#)

[Styles](#)

[Customizing the workspace](#)

Slices panel

The Slices panel allows you to export defined areas of your design to universally recognized image formats.

About the Slices panel

Once an export area has been defined, the **Slices** panel allows you to export the area at various sizes and formats.

The panel can be populated with one or more slices. Each slice possesses a single *export setup*, within which multiple *export formats* (detailing file format and scaling options) may be stored. In turn, each export format can have multiple *export sizes*. This allows different graphics formats, of different sizes, to be exported from each slice simultaneously.



The Slices panel showing export areas in the document.

Options

The following options are available in the panel:

- **Batch builder**—creates Xcode JSON batches from multiple Apple Universal or Application icon slices. For Xcode UI development only.
- **Export preset**—presents slice presets offering common graphics formats and options for Apple app icon design.
-  **Copy export setup to clipboard**—copies a selected slice's export setup (including multiple export formats) to clipboard. If you select a graphic-specific export format within the setup, the button can be used to copy that export format to another slice's export setup.
-  **Replace export setup from clipboard**—pastes a copied slice's export setup from the clipboard to another selected 'target' slice. A copied export format can be pasted too.
-  **Add Export format from clipboard**—pastes a copied export format selected from a slice's export setup and adds it to another slice's export setup. You can copy (and replace) an export format from Panel Preferences.
-  **Delete**—removes the panel item and corresponding export area from the page. The Page panel item cannot be deleted.
- **Continuous**—when selected, slices are re-exported automatically if the content within the slices is modified. This option becomes available once **Export Slices (n)** has been clicked and an export folder selected.
- **Export Slices (n)**—exports all checked panel items.

 The forward slash (or oblique) character can be used in slice filenames in export setups in the Slices panel. The word preceding the slash will be used to create a containing folder for the file named at the end, when exported using **Export Slices (n)**. For example, a PNG slice with a filename in the Slices panel of **assets/img/hero** will create **hero.png** within an **img** folder within an **assets** folder.

Export Setup Options

The following options are available in the export setup for each slice entry:

-  **Page**—indicates that the export area is the entire page or all artboards.
-  **Slice**—indicates an export area drawn with the Slice Tool.

-  **Slice (from item)**—indicates an export area created from an artboard, layer, group or object.
- **Thumbnail**—visually indicates the area to be exported.
- **Filename**—displays the name for the export area. Type directly in the text box to set your own file name. If a name has not been set, unique names are suggested.
-  **Active/Inactive**—when enabled, the area is exported when **Export Slices (n)** is clicked at the bottom of the panel.
-  **Export**—exports the area represented by the panel item.
- **Path**—defines the folder name for the exported slices. The following tokens are available:
 - **Document name**—the exported slices will be stored in a folder carrying the name of the document without the app's extension.
 - **Document file name**—the exported slices will be stored in a folder carrying the name of the document file with the app's extension.
 - **Slice name**—the exported slices will be stored in a folder carrying the slice name.
- **Slice Properties**—allow you to configure additional settings for the exported slices, including output filename and custom DPI. The following additional tokens are available:
 - **Scale**—scale multiplier (if specified, else defaults to 1).
 - **Scale suffix**—Scale suffix in the form '@2x' (not including 1x scale).
 - **Width**—the width of the exported slice (if specified).
 - **Height**—the height of the exported slice (if specified).
 - **Square size**—square size of the exported slice (if specified).
- **Builder**—generates supplementary Xcode JSON files along with the exported slices for Apple icons. For Xcode UI development only.

When using tokens to specify your slice's export options, you may set up the following: "Document name (Slice name)". Apart from using brackets, you can also separate tokens with underscores, hyphens and/or other characters.

 You can copy and replace export set up options from one slice to another using **Copy/Replace** found on the top of the panel. You can also create your own export set up presets from Preferences .

Export Format Options

You can store multiple formats within every slice's export setup. The following options are available for each format:

- File format—select a file format to be exported from the pop-up menu.
 - Size scaling—select scaling options (e.g., 1x, 2x, etc.) to set for the export format.
 - Additional properties—lets you choose a custom DPI and a path and filename made up of defined tokens or custom user variables.
 - Export—exports the slice using this export format.
-

SEE ALSO:

[Exporting using Export Persona](#)

[Export Options panel](#)

[Layers panel \(Export Persona\)](#)

[Customizing the workspace](#)

Using snapshots

A snapshot stores the state of your work at an arbitrary point in time, much like a freeze frame.

In contrast to reverting edits step-by-step using the **History** panel, snapshots let you instantly restore your work to an explicitly defined stage.

You might do this in advance of carrying out a sequence of complex operations to allow yourself to step back to a specific point in time if things don't go to plan.

Multiple snapshots can be created. So, if you're experimenting with different design ideas, you can also create a different snapshot for each one to help you decide which idea you prefer, all while working in a single document.

If needed, you can create a new document from a snapshot.

About the Snapshot panel

The **Snapshots** panel is available in the **Designer Persona** and the **Pixel Persona**.

The panel is hidden by default. It can be switched on via the **Window** menu.

 Snapshots are saved with your document and are available to be used in future sessions.

▼ To create a snapshot:

1. On the **Snapshots** panel, click **Add Snapshot**.
2. On the dialog, enter a name to help identify the snapshot at a later date. If you don't, the snapshot's name will be its date and time of creation.
3. Click **OK**.

▼ To restore a snapshot:

1. On the **Snapshots** panel, select a snapshot from the list.
2. Click **Restore Snapshot**.

▼ To create a new document from a snapshot:

1. On the **Snapshots** panel, select a snapshot from the list.
2. Click **New Document From Snapshot**.

▼ To delete a snapshot:

1. On the **Snapshots** panel, select a snapshot from the list.
2. Click **Delete Snapshot**.

SEE ALSO:

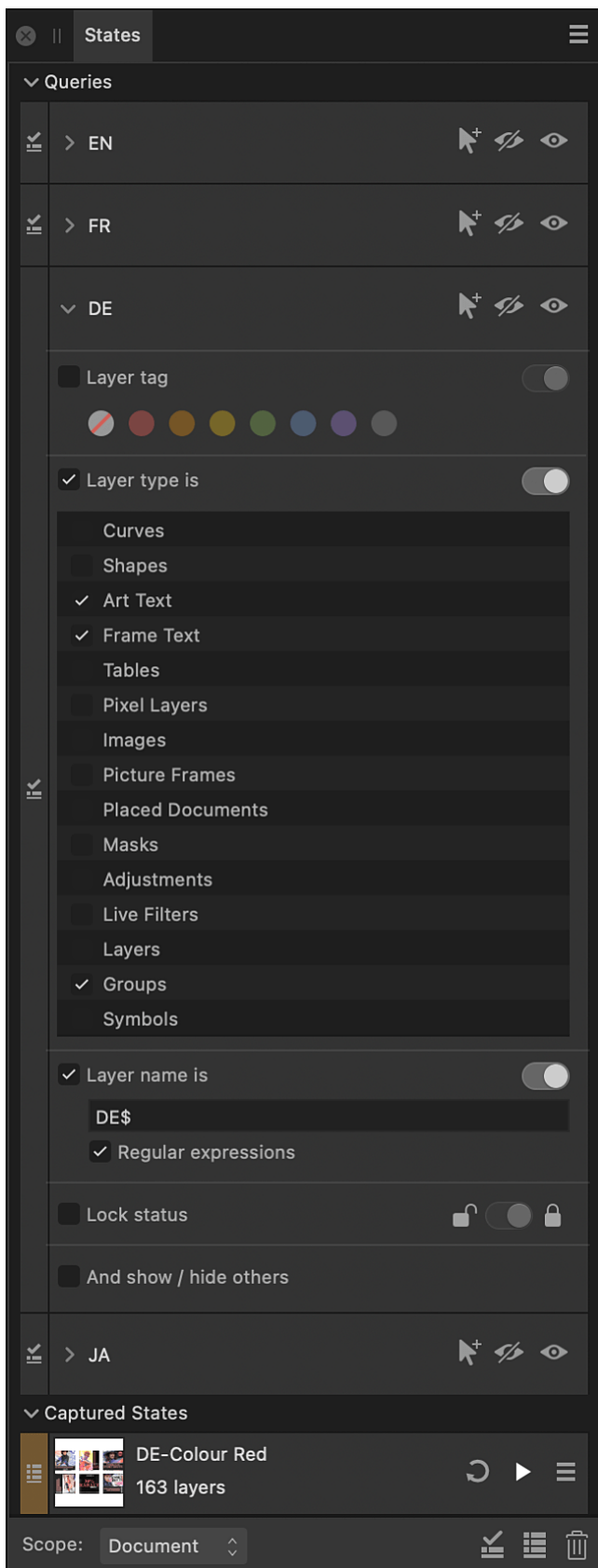
[Snapshots panel](#)

[History panel](#)

States panel

The **States** panel allows you to capture the current configuration of layer visibilities and effects as **layer states** (or simply **states**) and create queries that affect layers' visibility based on their tag color, type, name and lock status.

Any state or query can be instantly applied to all or some of your document's layers, allowing you to easily compare different directions for your work. To learn more about the application of states and queries, view the [Layer states](#) topic.



Affinity Designer 2 States panel.

 The **States** panel is hidden by default. It can be switched on via the **Window** menu.

💡 It is helpful to add a state that represents the starting configuration of your document's layers before adding or applying other states, so you can easily return to it.

⚠️ Updating or deleting a state is not recorded in your document's History, i.e. you cannot simply undo or redo these actions.

Options

The following options are available on the panel:

- **Scope**—Determines whether adding, updating or applying a state captures/affects the visibility of layers throughout the whole **Document**, only the current **Selection** on the **Layers** panel, or (for specific document types such as .afpub) only layers on the current **Spread**. If artboards are in use, then a Scope of just the currently selected **Artboard** can be set (replaces the **Spread** option).
-  **Add new query**—Creates a new query, with your choice of name, that can be configured to affect layers' visibility according to their tag color, type, name and lock status.
-  **Add new captured state**—Creates a new state, with your choice of name, that captures the current visibilities of and effects applied to layers in the selected **Scope**.
-  **Delete state**—Deletes the selected state.

 if artboards are in place, the **Spread** option for **Scope** will reflect that and display **Artboard** instead.

The following options are available on a state's entry on the panel:

-  **Update**—Updates the state with current information about layers that were in scope when it was originally added and which are currently in scope. (Other layers that are currently in scope are ignored.)
-  **Apply**—The visibilities of layers are set to the values captured in the state. Affects only layers and layer effects captured in the state and which are in the selected **Scope**, and depending on your choices on the state's options menu.



The following options are available from the **State Options** menu:

- **Visibility changes**—When selected, the state is allowed to affect layer visibilities when it is applied. When unselected, the state will not affect layer visibilities when it is applied.
- **Effects changes**—When selected, the state is allowed to affect layer effect visibilities when it is applied. When unselected, the state will not affect layer effect visibilities when it is applied.

The following options are available from a query's entry on the panel:

-  **Select**—When clicked, relevant layers are selected according to the visible query.
-  **Hide**—When clicked, layers within the selected **Scope** that meet the query's criteria are hidden.
-  **Show**—When clicked, layers within the selected **Scope** that meet the query's criteria are shown.
- **Criteria**—Describes attributes that layers must match for their visibility to be affected when Hide or Show is clicked. Unselected attributes are ignored. All selected attributes must be matched.
 - **Layer tag**—Select one or more tag colors (including no color). For example, layers with a red tag color, or layers with either a red tag color *or* an orange tag color. Turn on the switch to match layers whose tag color **is** one of your selection, or turn it off to match layers whose tag color **is not** one of your selection.
 - **Layer type**—Select one or more layer types. For example, only adjustment layers, or adjustment layers *and* live filter layers. Turn on the switch to match layers whose type **is** one of your selection, or turn it off to match layers whose type **is not** one of your selection.
 - **Layer name**—Enter a layer name that layers must match exactly, or, with **Regular expressions** selected, a pattern for matching layer names, then press the Return key. Turn on the switch to match layers whose name **is** as specified, or turn it off to match layers whose tag color **is not** as specified.
 - **Lock status**—Turn on the switch to match only locked layers. Turn it off to match only unlocked layers.
- **And show / hide others**—When selected, layers in the selected **Scope** and which do not meet the criteria are set to the opposite visibility when you click Hide or Show.

SEE ALSO:

[Layer states](#)

[About layers](#)

[Viewing](#)

[Layers panel](#)

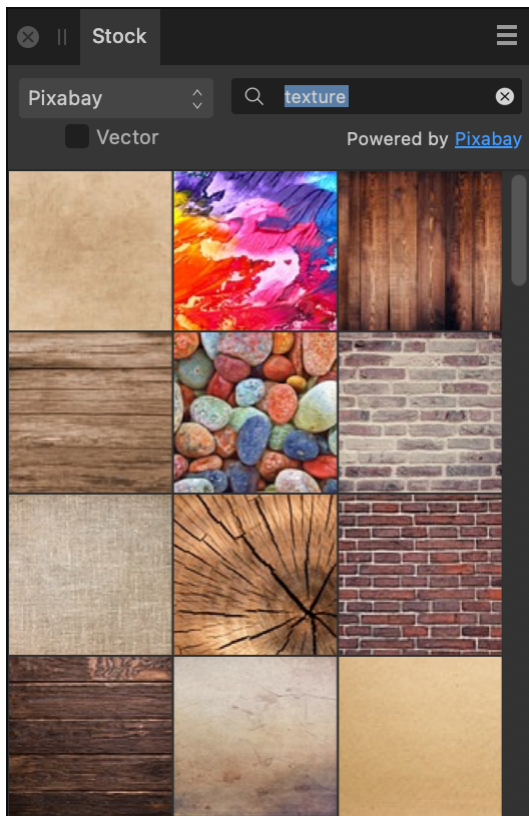
Stock panel

The **Stock** panel provides access to stock photos directly from within Affinity Designer.

 This panel is hidden by default. It can be switched on via the **Window** menu.

About the Stock panel

The panel acts as an in-app image browser which connects to one of several photo providers. You can search the provider's images, browse image thumbnails and drag stock images to the page.



The Stock panel populated with images.

Settings

The following settings are available in the panel:

- Archive—sets the archive currently displayed in the panel. Select from the pop-up menu.

- Search—type in the box to display images tagged with matching terms. Click the cross to remove the search term and image results.
-

SEE ALSO:

[Using stock photos](#)

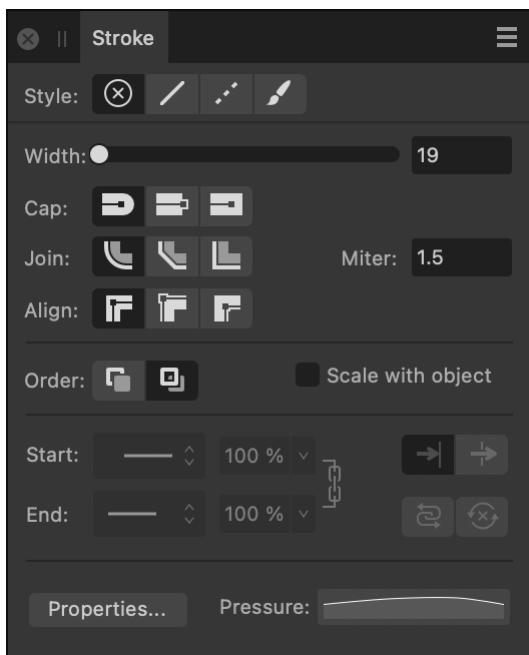
[Customizing the workspace](#)

Stroke panel

The **Stroke** panel lets you set the properties of lines and curves, as well as shape outlines and vector brush strokes.

About the Stroke panel

Every object can take a stroke around its outline which can take on various properties, e.g. width, color, opacity, line style, etc.



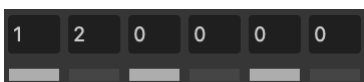
The Stroke panel showing properties applied to an object.

The following controls are found on the panel:

- Style**—select a line style button to change how the line is drawn. Choose from None, Solid Line Style, Dash Line Style, and Texture Line Style, respectively. The last option applies the currently selected brush in the Brushes panel to the stroke.
- Width**—drag to change the width (thickness) of the selected line or enter absolute values, expressions and formulas (percentages).
- Cap**—select one of the cap style buttons (Round, Butt, or Square) to vary the contour of the line end.
- Join**—select a setting (Round, Bevel, or Miter) to determine the contour of sharp corners on the stroke. With **Miter** joins, the **Miter** setting dynamically controls if beveling occurs by

extending each line at the junction by the number of line widths. If the two outer edges meet within that limit, the result is a sharp corner; if not, you'll get a flat (Bevel) corner.

- **Miter**—sets the length of the extension of Miter joins to create either sharp or flat corners.
-  **Align**—select one of the align buttons to control where the stroke is placed in relation to the object edge, i.e. centered, or on its inside or outside.
-  **Order**—select one of the order buttons to control where the stroke is placed in relation to the object. **Draw stroke behind** hides the inner half of the object's outline behind a closed shape—useful with very small objects or when shrinking outlined text. **Draw stroke in front** always reveals the whole line.
- **Scale with Object**—check to scale both line and shape together when resizing a closed shape. Uncheck to keep line width constant.
- **Start/End**—select an arrowhead style for the start/end stops of the stroke from the pop-up menu.
- **Percentage**—with styles selected, you can enter a percentage to adjust the size of your selected arrowheads in proportion with the stroke width.
-  **Place arrow within the line / place arrow at the end of the line**—choose where to position the start and end styles at the end of the line.
-  **Link**—when enabled, the selected **Start** and **End** arrowheads are adjusted in proportion to each other, maintaining the current aspect ratio. When deselected, they can be adjusted independently.
-  **Swap arrowhead with tail**—select to swap the **Start** and **End** arrowhead styles.
-  **Clear arrowhead**—select to clear arrowhead settings.
- **Properties**—click to edit the brush used as your Texture Line Style via a Brush dialog.
- **Pressure**—displays your current pressure profile after applying a line or brush stroke. Clicking the profile lets you edit the profile and save it for future use.
- **Dash**—when Dash Line Style is selected, the three 'Dash - Gap' pairings displayed will allow you to set the design of the dot or dash. To configure you can input values directly or drag across individual dash (white) or gap (black) strips under the number sequence. (See [Draw curves and shapes.](#))



- **Phase**—when Dash Line Style is selected, this option allows you to manually offset the starting point of the dash design if **Balanced Dash Pattern** is disabled.
-  **Balanced Dash Pattern**—when enabled, the dash pattern is applied to the shape's outline so it appears seamless along the outline and is symmetrical at all corners. When disabled, the pattern

is drawn from the first drawn node of the curve or closed shape, or the geometric shape's 'start' node.



To change the line color, use the Color or Swatches panel.

SEE ALSO:

[Draw curves and shapes](#)

[Edit curves and shapes](#)

[Color panel](#)

[Swatches panel](#)

[Expressions for field input](#)

[Customizing the workspace](#)

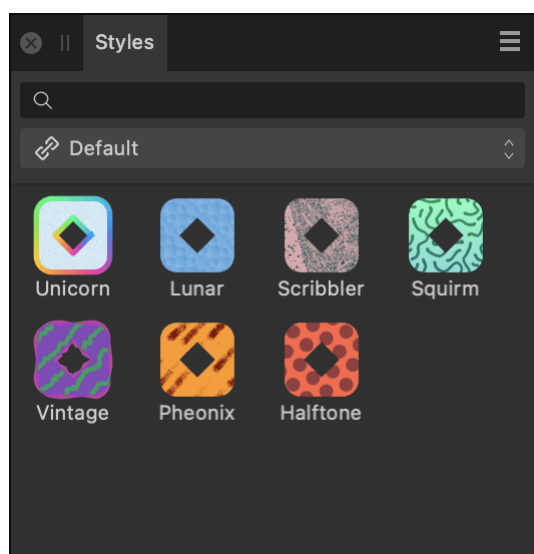
Styles panel

The **Styles** panel lets you apply pre-designed drag-and-drop styles to your object.

About the Styles panel

Styles are made up of effects, stroke properties, or text attributes and combinations of these. The **Styles** panel lets you apply these properties easily.

You can also save any object's style to the **Styles** panel for future use.



The Styles panel showing styles in the default category.

The panel displays the following:

- Category pop-up menu. To display style thumbnails for the chosen category.
- Style thumbnails for the current category.
- Search—allows you to filter styles in the panel to those with names which conform to the search criteria. Type directly in the text box.

Importing and exporting styles

Styles can be exported to and imported from external files (add-ons) via the Panel Preferences menu. For more information on add-ons, see the [About add-ons](#) topic.

Settings



The following options are available from the Panel Preferences menu:

- **Add New Category**—creates a new style category that you can save your custom styles into.
 - **Rename Category**—renames the currently active custom category.
 - **Delete Category**—deletes the currently active custom category.
 - **Duplicate Category**—adds a second copy of the currently selected category to the panel. The new copy is not automatically linked to your other Affinity apps.
 - **Link Category**—makes the currently selected category available in all your Affinity 2 apps.
 - **Import Styles**—if styles have been previously exported to a file you can import them using this option.
 - **Export Styles**—exports the current category, and its styles, to a file.
 - **Show as List**—displays the styles as a list.
 - **Add Style from Selection**—if your object is selected, select this option to save the object style to the current Styles panel category.
-

SEE ALSO:

- [Styles](#)
- [Customizing the workspace](#)
- [About add-ons](#)

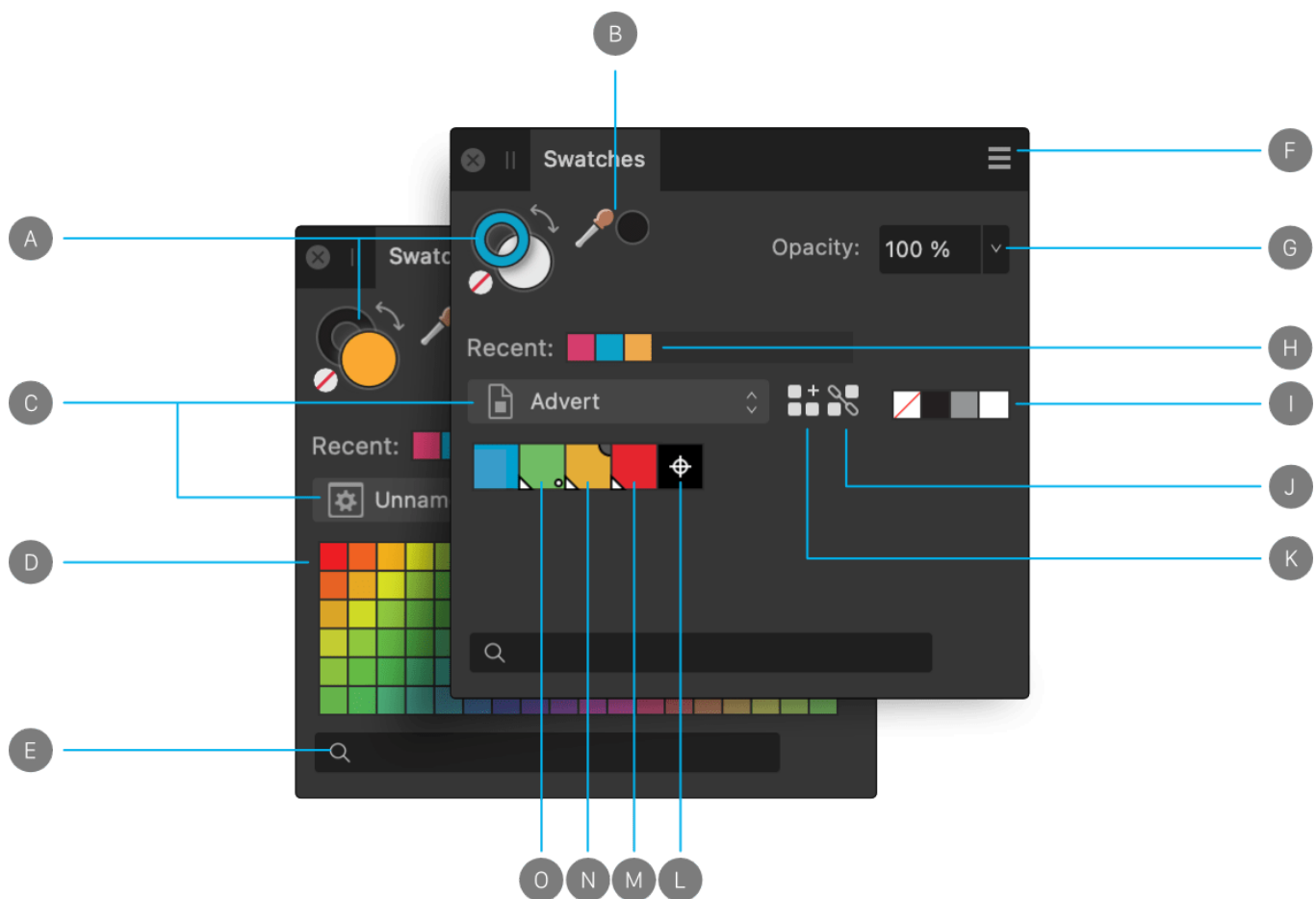
Swatches panel

The **Swatches** panel makes it easy to use predefined colors, and also to define, store and reuse your own selection of colors.

About the Swatches panel

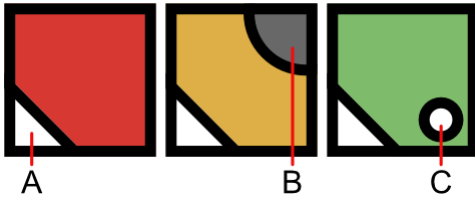
The **Swatches** panel stores your recently used colors and lets you access a range of predefined palettes, each containing solid or gradient fill swatches. These can be selected for use with various tools and for applying directly to objects. You can also create and store your own swatches as custom color palettes either for the document or app, as well as import any exported Affinity .afpalette from other users or import Adobe Swatch Exchange (ASE) palettes.

As well as accessing palette, you can create global and spot colors, and make colors overprint. Your registration color can also be customized.



Swatches panel: (A) Set Fill/Stroke (left) or Set Stroke/Fill color selectors with color 'none' swatch and 'swap' arrow, (B) Color Picker and picked color swatch, (C) Category list (showing Application, left, and Document, right), (D) Category color palette swatches, (E) Search, (F) Panel Preferences, (G) Opacity control, (H) Recently used colors, (I) None, Black,

Mid-gray and White swatches, (J) Add current color to palette as a global color, (K) Add current color to palette, (L) Registration color, (M) Global color, (N) Overprint color, (O) Spot color.



Markings which distinguish specialist color swatches: (A) Global, (B) Overprint, (C) Spot.

Like the **Color** panel, the Swatches panel has different states depending on the active Persona and on the selected tool. The large color swatch selectors indicate the currently selected colors.

- In Designer Persona, objects have fill and stroke color properties. The stroke color is represented by the cutout (donut) color selector. The fill is represented by the solid color selector.
- In Pixel Persona, the two solid color selectors indicate interchangeable Fill and Stroke colors.

The **Swatches** panel also shows None, Black, Mid-gray and White swatches, recently used colors and an opacity control. Swatches are organized into color palettes by category.

  To add a customized registration color for professional printing, click **Panel Preferences**, then select **Add Registration Color**.

 Preset color palettes (available from the category list pop-up menu) include Web Safe Colors, System, and Crayons.

 To list swatches by name instead of thumbnail, click **Panel Preferences**, then select **Appearance>Show as List**.

 The active swatch is whichever is shown in front of the other. You can switch between the Fill and Stroke color selectors by pressing the **X** key.

 You can set the Fill and Stroke color selectors to white and black, respectively, by pressing the **D** key. This affects any vector objects that are selected.

 These swatches change appearance for some vector tools.

-  **Gradient Tool**: When selected, only one color selector swatch is shown to represent the fill only.

-  **Vector Brush Tool:** When selected, the panel shows Fill and Stroke swatches that can be swapped by clicking the adjacent double arrow.

Working with palettes

The ten most recently used colors are automatically added to the panel on a temporary basis. You can permanently store custom colors and gradients that you use most often in any of the palettes or you can create custom palettes to host them.

 Although you can add colors to any of the predefined palette categories, we recommend that you always create your own.

The following types of palette exist within Affinity Designer:

- **Document**—these palettes are saved within the current document.
- **Application**—these palettes are saved within Affinity Designer. These palettes are available to any Affinity Designer document.
- **PANTONE®**—these palettes are based on PANTONE® Colors. These palettes are available to any Affinity Designer document.

Saving and deleting custom color palettes

▼ To create a new palette:

- Click Panel Preferences and choose an **Add Palette** option.

 From Panel Preferences, you can also rename, delete, duplicate and link the selected palette.

▼ To save a color or gradient to a palette:

1. On the **Swatches** panel, select a palette from the palette pop-up menu.
2. Do one of the following:
 - **Right-click** an object, then from the pop-up menu, click **Add to Swatches** and choose to add color from fill, stroke or both.
 - Select **Add current color to palette**. Use the Stroke/Fill color selector to target the color.

▼ To edit a saved swatch:

- Double-click a saved swatch.

▼ To delete a saved swatch:

- **Right**-click the swatch you want to remove and choose **Delete Fill** from the pop-up menu.

Generating a palette from document

You can generate a palette from the colors used throughout your document.

▼ To generate a palette from document:

- Click Panel Preferences and choose an option from **Create Palette from Document**.

A new palette is created (named after the document) using all the colors currently in the document.

Importing and exporting custom color palettes

Custom color palettes can be exported to and imported from external files (add-ons) via the Panel Preferences menu. For more information on add-ons, see the [About add-ons](#) topic.

Setting default palettes

Any palette can be set as the default used for specific color formats. For example, you can set **RGB/8** documents to have a different default palette to **CMYK/8** documents.

▼ To set a default palette:

1. On the **Swatches** panel, select a palette from the palette pop-up menu.
2. Click Panel Preferences and choose a color format option from the **Set as Default for** from the pop-up menu.

To revert to using a system palette, choose **Remove Default for <color format>** from Panel Preferences.

SEE ALSO:

[Selecting colors](#)

[Color panel](#)

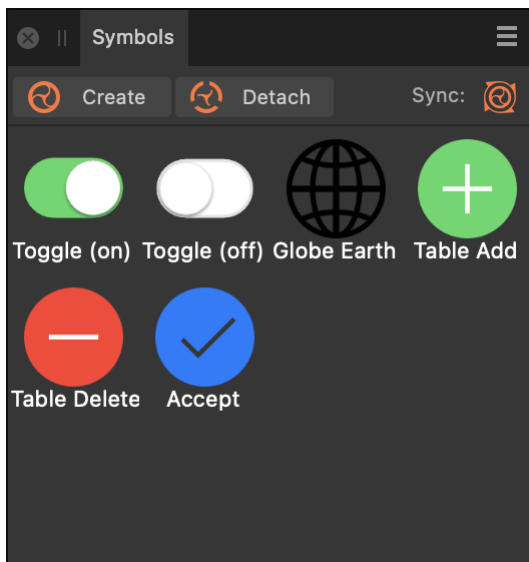
Symbols panel

The **Symbols** panel lets you create and store symbols from a selected object or group on the page.

About the Symbols panel

Once symbols are created within the panel they can be dragged onto the page or artboard multiple times. These placed symbol instances are linked and, due to synchronization, any edit made to an individual symbol instance will be applied across all symbol instances.

The **Symbols** panel is hidden by default. It can be switched on via the **Window** menu when working in Designer or Pixel Persona.



The Symbols panel displaying available symbols and with synchronization switched on.

Options

The following options are available in the panel:

- **Create**—Creates a symbol from the currently selected object or group.
- **Detach**—Reverts the symbol instance back to being a standard object.
- **Sync**—When enabled, all symbol instances on the page automatically update if any one symbol instance is edited. When Sync is disabled, edits are made just to that symbol in isolation.

Text Styles panel

The **Text Styles** panel gives you access to all the text styles in your document, allowing you to apply them, modify them, delete them or create new ones.

 This panel is hidden by default. It can be switched on via **Window>Text**.

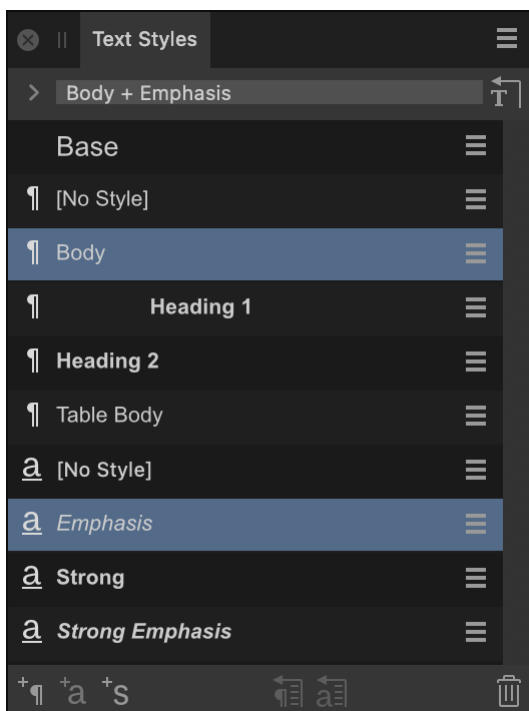
About the Text Styles panel

The **Text Styles** panel shows you which styles are applied to the current selection and gives you the option to apply paragraph and character styles at the caret position or to selected text.

The panel also gives you options for creating new paragraph and character styles, refining existing styles, or deleting them.

Furthermore, there are options for setting specific text styles as defaults and for importing text styles from other projects.

For more information on using text styles, see [Using text styles](#).



The Text Styles panel displaying default text styles.

Display preferences

There are several options, available from panel preferences, which allow you to change how styles are displayed in the panel:

- **Show Hierarchical**—styles appear nested below styles which they are **Based on**.
- **Show Samples**—when selected (default), a style's appearance mirrors what will be seen on the page. If this option is off, styles will all show as plain text.
- **Sort By Type**—when selected (default), paragraph styles are listed first, followed by character styles. If this option is off, styles are listed purely in alphabetical order.
- **Detach and Delete All Styles**—when selected, deletes all styles and removes them from the panel.
- **Save Styles as Default**—when selected, saves styles as default styles.
- **Import Styles**—when selected, opens a pop-up dialog allowing you to select a style to import.

Options

The following options are available in the panel:

- **Current Formatting**—displays the formatting applied to the selected text or at the current caret's position. Click the arrow to the left to display overflowing information, if necessary.
-  **Reapply Text Styles**—removes local formatting from the selected text, ensuring it honors the Current Formatting perfectly.
-   **Type**—specifies whether the text style is a [paragraph, character or group type](#).
- **Text style**—displays the name of text styles currently available in the document.
- **Keyboard shortcut**—displays the key combination necessary to apply the text style. A shortcut must first be applied to a text style.
-  **Options menu**—provides access to a pop-up menu with creation and editing options.
-  **Create Paragraph Style**—launches the **Edit Text Style** dialog ready for [creating a new paragraph style](#).
-  **Create Character Style**—launches the **Edit Text Style** dialog ready for [creating a new character style](#).
-  **Create Group Style**—launches the **Edit Text Style** dialog ready for [creating a new group style](#).
-  **Update Paragraph Style**—redefines the current paragraph style to conform with the local formatting of the selected text.

-  **Update Character Style**—redefines the current character style to conform with the local formatting of the selected text.
 -  **Delete Style**—removes the selected paragraph or character style from the document and any instances of their application.
-

SEE ALSO:

[Using text styles](#)

[Paragraph panel](#)

[Character panel](#)

[Customizing the workspace](#)

Tools panel

The **Tools** panel contains the tools available in the active Persona, and is presented vertically to the left of your workspace.

The panel can be customized to add or remove tools to suit your way of working.

In the **Designer Persona** and the **Pixel Persona**, stroke and fill color selectors are available below the tools, along with an arrow that swaps their colors.

SEE ALSO:

[Customizing the Tools panel](#)

[Customizing the workspace](#)

Transform panel

When selected, an object (or layer) can be easily moved, resized and sheared by adjusting the values in the **Transform** panel.

✎ When used in conjunction with the **Node Tool**, selected nodes can be positioned or scaled precisely using the **Transform** panel.

About the Transform panel

The **Transform** panel places objects (or layers) precisely. All transforms are carried out in relation to a defined anchor point—corner, edge midpoint or center—allowing the selected object or layer's position, width, height, rotation angle and shear to be adjusted.

If an object has a custom transform origin applied, it can be resized, rotated or sheared about that center using the options on the panel.



The Transform panel showing settings applied to an object.

The following controls are found on the **Transform** panel:

- Anchor point selector—transforms are carried out from the selected anchor point. Click on an anchor point to select. If the object has a custom transform origin, it will be ignored if this selector is then used.
- **X**—Horizontal position. Increasing the value moves the selected object (layer) to the right.
- **Y**—Vertical position. Increasing the value moves the selected object (layer) down the page.
- **W**—Width. Adjusts the object (layer) width in relation to the selected anchor point.
- **H**—Height. Adjusts the object (layer) height in relation to the selected anchor point.

-   **Link**—when enabled, width and height are adjusted in proportion to each other, maintaining the current aspect ratio. When deselected, they can be adjusted independently.
- **R**—Rotation. Rotates the object (layer) by a specified number of degrees in relation to the selected anchor point.
- **S**—Shear. Shears the object (layer) by a specified number of degrees in relation to the selected anchor point.
- **L**—Length. Replaces Shear (S) when a straight line is selected using the **Move Tool**. Allows you to precisely adjust the line's length. The Anchor point selector changes its appearance for straight lines.
- **Scale**—For scale drawings, check or uncheck to display scaled or unscaled object dimensions in the panel, respectively. The scale factor is reported alongside the checkbox.
-  **Scale Override**—when enabled, the option forces the scaling of stroke width, layer effect radii, shape tools' corner radii and text frame content on the object when it is resized. Click the down arrow to control which object properties will be exempt from scaling.

 All transform measurements are in relation to the ruler's zero point, and display in the currently set measurement units.

The number of decimal places allowed can be set via **Edit>Settings (User Interface)**.

SEE ALSO:

[Rulers](#)

[Transforming objects](#)

[Rotating and shearing objects](#)

[Drawing scale](#)

[Node Tool](#)

[Customizing the workspace](#)

Typography panel

The **Typography** panel allows you to customize the appearance of your text.

 The panel is hidden by default. It can be switched on via **Window>Text>Typography**.

About the Typography panel

The **Typography** panel in Affinity apps expands text formatting options by supporting OpenType font features, enabling a higher level of text customization. Typography options depend on the font having the necessary glyphs to support them.



The Typography panel.

Settings

The following options are available:

- Ligatures—applies any available typeface ligatures to the selected text.
- Alternates—applies any available substitutes to the selected text.

- Stylistic Alternates—applies any available font-derived substitutes for superscripts and subscripts to the selected text.
 - Swash—applies any available and more ornate alternative for a glyph.
 - Stylistic Sets—applies any available (and often more flamboyant) style substitutes to the selected text.
 - Figure Style—applies any available font-derived styles to superscripts and subscripts to the selected text.
 - Figure Position—applies any available font-derived superscripts and subscripts positioning to the selected text.
 - Capitals—applies options for dealing with how capital letters are presented in the selected text.
 - Hide irrelevant features—collapses panel options not relevant to the selected text.
-

SEE ALSO:

[Character formatting](#)

[OpenType font features](#)

[Character panel](#)

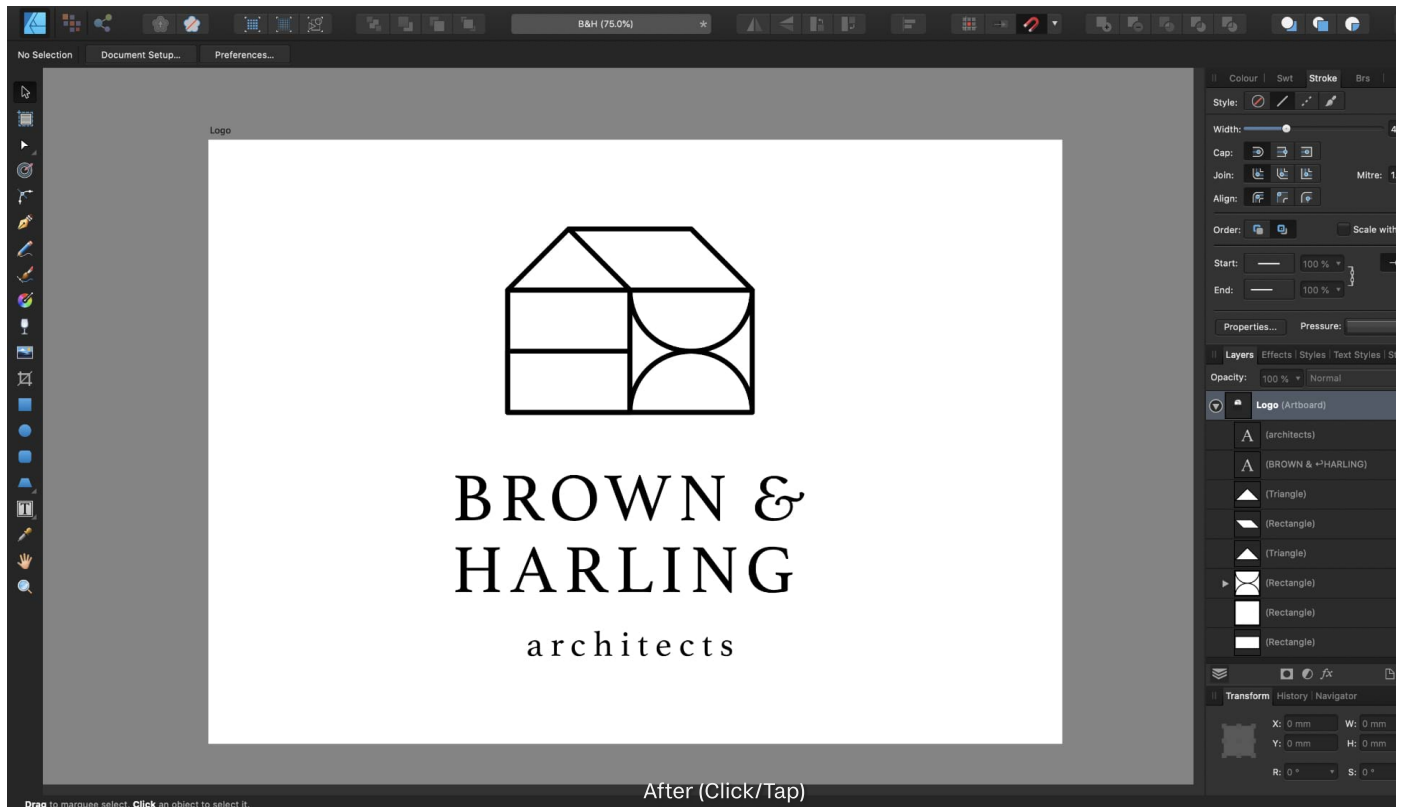
[Paragraph panel](#)

Accessibility

Certain settings and preferences in Affinity Designer can be adjusted to help make the workspace more accessible, improving visibility of designs, readability of text, and adjustability of tool handles.

Customizing the UI appearance

From the app's settings, you can change the UI style, as well as the UI background, artboard background gray level or UI gamma level, adjusting the contrast to improve visibility.



▼ To change the UI from dark to light (or vice versa):

1. Choose **Edit>Settings** (or **>Preferences**).
2. Click the **User Interface** label.
3. For **UI Style**, choose either Dark or Light.

▼ To change the UI background, Artboard background or Gamma level:

1. Choose **Edit>Settings** (or **>Preferences**).
2. Click the **User Interface** label.
3. Drag the sliders to set the **Background Grey level**, **Artboard Background Grey level** and/or **UI Gamma level**.

Customizing tool handle sizes

Tool handle sizes can be increased and decreased via the app's settings, making them more visible and easier to select.



▼ To adjust tool handle sizes:

1. Choose **Edit>Settings** (or **>Preferences**).
2. Click the **Tools** label.
3. Select your preferred **Tool Handle Size** setting.

SEE ALSO:

[Customizing the workspace](#)

[Customizing the Toolbar](#)

Customizing keyboard shortcuts

While the default keyboard shortcuts broadly follow industry standards and common use in other apps, it's possible to customize your keyboard shortcuts exactly to your liking.

You can customize shortcuts on an app-wide or on a per-Persona basis. Shortcuts can be customized for tools, menu items, panel switch on/off, tool operations, and blend modes, either being added as new shortcuts or replacing existing shortcuts.

You can optionally save your customized shortcuts to a file (.afshort) that can be shared with other users or backed up for safe keeping.

Available settings are as follows:

- **Persona**—The pop-up menu sets the Persona for shortcut customization.
- **UI Element**—The pop-up menu displays the menus, commands and operations for the currently selected Persona. A Miscellaneous category groups shortcuts for commonly performed operations and lets you switch on/off panels via shortcuts.
- **Apply to all**—If checked, the shortcut applied to a UI element is shared across every Persona. If unchecked, you can uniquely assign a custom shortcut to work just within the currently selected Persona in the initial Persona pop-up menu.
- **Ignore Modifier**—Lets you create shortcuts using a single letter designation instead of using keyboard modifiers.
- **Reset**—All customized shortcuts are reset back to default.
- **Clear All Shortcuts**—All default and customized shortcuts are removed.
- **Load**—Loads a previously saved .afshort file. This will overwrite your current keyboard shortcut allocations.
- **Save**—Saves the current set of shortcuts to a .afshort file for sharing or backup.

▼ To assign (re-assign) a keyboard shortcut:

1. From the **Edit** menu, select **Settings**.
2. Select the **Shortcuts** tab.
3. From the initial two pop-up menus, filter shortcuts by Persona and then by UI Element, respectively.
4. From the lower shortcut list, click in the box (containing empty or existing shortcut) at the end of a shortcut entry for the shortcut you want to change.

5. Press your chosen keyboard key(s) to assign. This adds the new shortcut or overwrites the assigned shortcut.

 If your chosen shortcut has already been assigned, a warning triangle () shows next to the shortcut. To resolve, assign a different shortcut.

 Some shortcuts show a symbol () next to them. This indicates that the shortcut is shared between several tools. Hover over the symbol to see other tools.

▼ To delete a keyboard shortcut:

- Click the cross-hair icon at the end of the shortcut entry.

SEE ALSO:

[Keyboard shortcuts](#)

[Settings \(or Preferences\)](#)

[Personas](#)

Customizing the workspace

Each Persona's workspace can be customized to fit your individual way of working. A panel can be standalone or in a panel group; multiple panel groups make up a Studio.

If you want to save your favorite arrangement of Studio panels, tools, or icons on the Toolbar for later use you can save them to a preset.

To learn more about adjusting the Toolbar, visit the dedicated [Customizing the Toolbar](#) page, and to find out how to alter the tools panel, visit [Customizing the Tools panel](#) page.

▼ To hide/show a panel:

- From the **Window** menu, click the panel's name. To show/hide again, click the panel's name again.

▼ To close a panel:

- If the panel is in a panel group, click its name.
- Do one of the following:
 - If the panel is docked, select **Close** from its Panel Preferences menu.
 - If the panel is undocked, click the cross at its top-left (Mac) or top-right (Windows) corner.

▼ To close a panel group:

Do one of the following:

- If the panel group is docked, select **Close Panel Group** from its Panel Preferences menu.
- If the panel group is undocked, click the cross at its top-left (Mac) or top-right (Windows) corner.

▼ To hide/show all panels:

- From the **Window** menu, click **Hide Studio** on the **Studio** submenu. To show the panels, click **Hide Studio** again.

▼ To collapse a panel group:

- Double-click on the active panel label.

▼ To expand a panel group:

- Click on the label of the panel that you want to view.

▼ To move a panel:

- Drag the panel label to its new position, either:
 - As a free floating panel.
 - As an item in an existing panel group.
 - As a new panel group between existing panel groups.

▼ To resize a panel:

- Drag any corner of a panel.

▼ To dock a panel:

- Drag the panel label to a panel group.
- Drag the panel label to an area of the studio. A highlight indicates where the panel can be docked.

▼ To move a panel group:

- Drag the panel group from the left-hand || button to a new position, either:
 - As a free floating panel group.
 - As new items in an existing group.

▼ To dock a panel group:

- Drag the panel group to another panel group.
- Drag the panel group to an area of the studio. A highlight indicates where the panel can be docked.

▼ To show/hide the left or right Studio:

- From the **Window** menu, click **Studio>Show Left Studio** or **Studio>Show Right Studio**.

 The visibility of left and right Studios can be set independently for each Persona.

▼ To hide all Studios:

1. Select the Persona that you want to hide the Studio for.
2. From the **Window** menu, click **Studio>Hide Studio**.

▼ To save your workspace arrangement as a preset:

- From the **Window** menu, select **Studio>Add Preset**.

For future selection, the named preset you save will be shown in the same submenu as the above command.

Panel arrangements are saved 'per Persona' so you have independent panel arrangements when swapping between Personas; presets are also stored app-wide rather than being per document.

▼ To load a Studio preset:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Load**.

▼ To manage Studio presets:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Rename** or **Delete**.

▼ To reset the Studio:

1. Select the Persona that you want to reset the Studio for.
2. From the **Window** menu, select **Studio>Reset Studio**.

SEE ALSO:

[Keyboard shortcuts for the workspace](#)

[Customizing the Toolbar](#)

[Customizing the Tools panel](#)

Customizing the Tools panel

The Tools panel can be docked or floating, on show or hidden, depending on your preference.

The Tools panel can be customized to fit your individual way of working. By removing tools, you can slim down the Tools panel and add available tools when needed.

▼ To dock/undock the Tools panel:

- From the **View** menu, select **Dock Tools**.

▼ To show/hide the Tools panel:

- From the **View** menu, select **Show Tools**.

▼ To remove/or add a tool:

1. From the **View** menu, select **Customize Tools**.
2. Drag a tool icon from the Tools panel into the pop-up menu, or vice versa.
3. Click **Close**.

▼ To save your Tools panel arrangement as a preset:

- From the **Window** menu, select **Studio>Add Preset**.

For future selection, the named preset you save will be shown in the same submenu as the above command.

Panel arrangements are saved 'per Persona' so you have independent panel arrangements when swapping between Personas; presets are also stored app-wide rather than being per document.

▼ To load a Studio preset:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Load**.

▼ To manage Studio presets:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Rename** or **Delete**.

▼ To reset the Tools panel:

1. From the **View** menu, select **Customize Tools**.
2. From the pop-up menu, click **Reset**.

The Tools panel is reset back to its default.

▼ To set the number of columns on the Tools panel:

1. From the **View** menu, select **Customize Tools**.
2. From the pop-up menu, select from the **Number of Columns** menu.

The Tools panel displays the foreground and background color selectors regardless of a number of columns set. These are similar to those which appear on the [Color](#) and [Swatches](#) panels.

 With the toolbar set to two or more columns, the no-color selector becomes available.

SEE ALSO:

[Tools panel](#)

[Customizing the workspace](#)

Customizing the Toolbar

The Toolbar organizes some of the most commonly used commands and functions in each Persona to keep them at your fingertips. The Toolbar can be customized to fit your individual way of working.

▼ To show/hide tool group labels on the Toolbar:

1. Choose **View>Customize Toolbar**.
2. From the dialog's **Show** pop-up menu, select **Icon Only** or **Icon and Text**.

▼ To hide/show the Toolbar:

- Choose **View>Show Toolbar**.

▼ To customize the Toolbar:

1. Choose **View>Customize Toolbar**.
2. Drag the items from the dialog to the Toolbar.
3. Remove items by dragging them off the Toolbar and onto your document view.

▼ To save your Toolbar arrangement as a preset:

- From the **Window** menu, select **Studio>Add Preset**.

For future selection, the named preset you save will be shown in the same submenu as the above command.

Presets are stored app-wide rather than being per document.

▼ To load a Studio preset:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Load**.

▼ To manage Studio presets:

1. From the **Window** menu, select **Studio>Manage Studio Presets**.
2. Select a preset from the list, then choose **Rename** or **Delete**.

▼ To reset the Toolbar:

1. Choose **View>Customize Toolbar**.
 2. Drag the **default set** item to the Toolbar. This will revert the Toolbar back to its original settings (removing any custom buttons).
-

SEE ALSO:

[Toolbar](#)

[Customizing the workspace](#)